



Aquí os dejo una lista con **TODAS (300) las cartas del juego *Illuminati***, que se está convirtiendo en algo muy controvertido en los últimos años, más concretamente tras el **11-S** y el **atentado a las Torres Gemelas y al Pentágono** -sin avión-, ambos coincidiendo exactamente con dos cartas que calcaban los hechos, teniendo en cuenta que el *Juego de Cartas Illuminati* fue creado en 1982.

Corría el año **1994** cuando la CIA registró inquisitivamente la empresa de un señor llamado Steve Jackson, inventor de un juego de cartas que **describía con demasiadas coincidencias** algunos de los **hechos más dañinos** que acaecerían a la humanidad en los siguientes años. La CIA **requisó todo el material** informático de la empresa de Jackson.

Sin embargo, quedaron las copias de su juego de cartas que, básicamente describía cómo dominar el mundo (**Nuevo Orden Mundial**) a través de malvadas artimañas como la **voladura de las Torres Gemelas**, ataques al **Pentágono**, pandemias, reducción de la población, control mental, guerra de sexos, falsificación de la historia, armas climáticas, crisis y revoluciones. Obviamente, **Steve Jackson** predecía en sus cartas **demasiadas coincidencias** con la realidad venidera que alguien muy poderoso no quería que se desvelaran.

¿Cómo es posible que alguien conociera los peores acontecimientos venideros y los plasmara con tanta certeza en un juego de cartas?

Albino Alligators



Play this card at any time to give +10 Power or Resistance (your choice) to any Weird group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Alien Abduction



This card requires UFO or Space action.

Play this card on any Personality at any time. Until the end of the current turn, that Personality has no alignments at all. Furthermore, it cannot get any alignments until the end of the current turn, for any reason.

Alternatively, play this card on a Personality in your hand (or in the uncontrolled area) to take control of them automatically.

Requires UFO or Space Action

American Civil Liberties Union



Because liberty can't defend itself
The ACLU gives +10 to any attempt to destroy any Government group.

PO3ER **RES4NCE**
Liberal, Fanatic

American Autoduel Association



The AADA gets a +4 bonus (instead of a penalty) for any attack to destroy a Violent group. It can also aid any such attack, with a +4 bonus.

PO1ER **RES5NCE**
Violent, Weird

A.M.A.



The A.M.A. has +5 for a direct attack on any Science group, or gives a +5 bonus when it uses its Power to aid any Science group against an attempt to control or destroy.

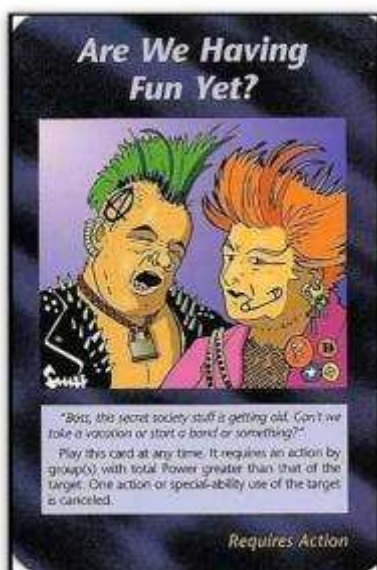
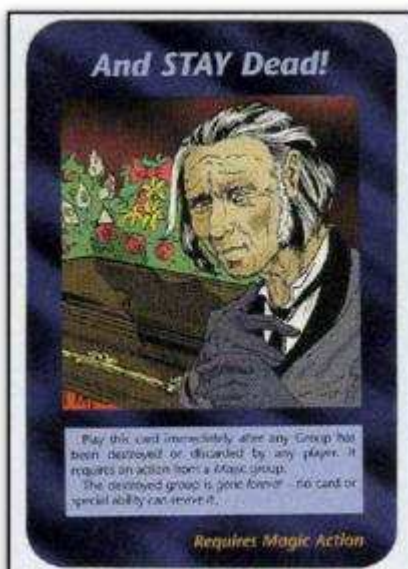
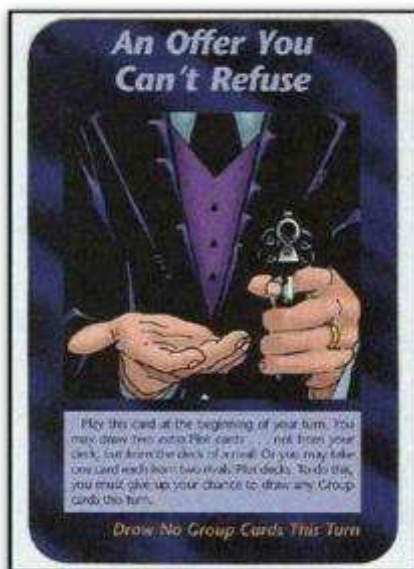
PO3ER **RES4NCE**
Peaceful, Conservative Science

Alternate Goals



You may possess two Goal cards, and win with either one.

You cannot combine the goals from the two cards in any way.



Anti-Nuclear Activists



Gives +6 on any attempt to destroy any Science group, or +10 against the Nuclear Power Companies. Gives +4 on any attempt to control any Green group.

PO2ER **RESIS5NCE**

Liberal Green

Annual Convention



"Tragically, the organization's yearly meeting was on the path of the destruction."

Play this card immediately after a Place has been destroyed or Devastated. It is an Instant Attack to Destroy any Organization in play. The Power of the attack is 12 if the affected Place was completely destroyed, or 9 if it was merely devastated. Groups capable of Magic or Weird Scores can interfere either for or against the attack. Other groups cannot aid either side.

Ark of the Covenant



Write down the name of one of your groups and put it under this card. If that group is destroyed, reveal the note. The group that destroyed it is also destroyed, unless it was an alternate. In that case, its owner must choose one group to lose. The destroyed enemy group counts for your Goals, and you may put the name of another group in the Ark. You may change the name in the Ark during your turn only.

Unique Magic Artifact

Arms Dealers



"Did you want, because I'm a nice guy, if you buy the missiles, I'll throw in the poison gas for free. How we got a deal?"

By spending the Arms Dealers' action, you may trade any number of your Plots for the same number of exposed Plots belonging to one rival. You may hide any or all of the Plots you receive; if you give away any exposed Plots, they stay exposed.

PO2ER **RESIS4NCE**

Violent, Criminal

Assertiveness Training



Play this card at any time, it requires action(s) by Violent groups(s) with a total Power equal to the Resistance of the target group. doubled if the group is currently Peaceful. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target becomes permanently violent. If it was Peaceful, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Atomic Monster



Disaster! This is an Instant Attack to Destroy any Grouped Place. It does not require an action. Its Power is 16 against a Huge Place, 20 against any other Place, but 24 against Japan or California.

If the attack succeeds, the target is Devastated. If it succeeds by more than 6, the target is destroyed.

Or play at any time to give +10 to any attack to destroy the Robot Sea Monster, or the Nuclear Power Component.

Disaster!

Place

Australia



Giddy, mate! Grab a coldie and let them throw another power on the barbie!

Once Australians make up their minds, that's the way it is. Especially after a few beers. While they are controlled, double their period resistance... unless it is the weekend, a national holiday in the country where you are playing, or after 5 p.m. In that case, leave another coldie and multiply resistance by four!

Australia has +10 against any Attack to Destroy, and gives all your other Organizations +4 against any Attack to Destroy, because of its remoteness.

POWER 3 **RESISTANCE 6**

Conservative Government Huge Coastal Nation

Backfire



"Masses just are helplessly ruled. Don't you see? It was in fact of us all ploughed And now it's too late..."

The tides of magic are stirred by strange forces. No Magic group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Magic action, that action is canceled.

This card requires an Illuminati or Magic action.

Attribute: Frenzied

Requires Illuminati or Magic Action

Backlash



This card may be played at any time. It requires an action by some group which is just one alignment to contrast with the target, other than Pariahs!

After one change in the target's alignment, Power, or Resistance due to a Plot used somewhere and returns to its original value. Remove the link and discard that Plot card. This does not affect changes made by a NW3 card.

Requires Action

Bar Codes



They're on everything... even bags, online baggage, the backs of highway signs. You can't read them, but someone can.

By spending the action from any Computer group, this card may be used at any time to look through the Group deck of a rival. You have only five seconds to look at his cards. You may not change their order or show them to anyone else. Your rival may choose to shuffle the deck after you return it.

Requires Computer Action

Bank of England



You may exchange this group's action for two Plot cards, at any time.

POWER 3 **RESISTANCE 6**

Straight Government Bank

Bank Merger



Place an Action token on any one Bank group, or on two or more Bank groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Bait and Switch



The target Illuminati cannot take over Corporate groups.
An Illuminati action is required to play this Zap.
Play on a real Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap! Requires Illuminati Action

B.A.T.F.



Has +5 on any direct attack to destroy any Fanatic group. Gives +6 for any attempt to control or destroy the Gun Lobby, the Tobacco Companies, or the Liquor Companies.

POWER 3 RESISTANCE 2

Violent, Government

Bavarian Illuminati



POWER 10/10

SPECIAL GOAL
Control a total Power of 50 or more, counting Bavaria's own Power.

Each turn, you may declare one of your attacks privileged.

Benefit Concert



Play this card at any time to give +10 Power or Resistance (your choice) to any Liberal group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn. Is good for defense only, and does not count toward Goals.

Bermuda Triangle



POWER 8/8

SPECIAL GOAL
Control a total Power of at least 35, counting Bermuda's own Power, and at least one group of each alignment. A group with more than one alignment counts for all its alignments.

You may reorganize your groups freely at the end of your turn.

Bimbo at Eleven



This card gives +3 on an Attack to destroy any other Illuminati. The attack must come from a Liberal group. The attack bonus is privileged except for when you play any Illuminati card later in an action.

If the attack succeeds, the target is considered permanently destroyed and out of public life. Thus, he cannot be returned to play by any means.

Personality

Bill Clinton



Bill Clinton gives a +3 on any attempt to control any Government group that is part of the US. He has a +8 for direct control of any Government group. Any time Clinton's alignments matter, roll a die. On a 1-3, he's liberal at the moment. On a 4-6, he's not.

PO4 **RES2**

Straight, Liberal (sometimes), Government

Big Media



Gives +4 to any attempt to control or destroy other Media. May aid or oppose any attack made by, or against, any other Media group.

4/4 **RES6**

Straight Media

Bigfoot



Bigfoot has the power to detect any Media group by showing himself in public. By using his action, Bigfoot can cancel any action taken by any Media group. Bigfoot also gives you a +3 on any attempt to control a Green group.

Unique **ACTION**

Personality

Björne



"Add you all, hi, hi!"

Beloved by children, detested by adults, the Viking dragon has a +4 for direct control of any Media group. Björne gets one event Action taken for every Media group he controls directly! However, anyone who destroys or kills Björne can immediately cause a Free card as the thanks of a grateful world, plus one extra Free card for every point of Björne's Power at the time.

PO1 **RES4**

Peaceful Media

Black Activists



Gives +2 to any attempt to control any Liberal group. Gives +4 to your defense against any attack made, or aided, by a liberal group.

PO3 **RES4**

Liberal

Blitzkrieg



Play this card after you take control of any Group. Place an Action token on the newly-captured Group, so that it can act during the same turn it was captured!

Blivit



The drawings were good, but we had a heck of a time actually building it...

The action of the Blivit can be used to cancel the action of any other Resource. If a Resource does not have Action tokens, the Blivit cannot affect it. The owner of the Blivit is immune to the Nuclear Power Companies.

Although only one Blivit can exist at a time, it is not (nearly) true after player can play a new Blivit, and the old one is destroyed and discarded. If it has just used its action, that action is canceled.

Gadget **ACTION**

Blood, Toil, Tears and Sweat



Discard any one New World Order card now in play.

This requires the action(s) of Media groups with a combined Power of at least 4.

This card may be played at any time.

Requires Media Action

Bodyguard



Play this card after any type of Assassination. It becomes an automatic failure.

Then link this card permanently to the card it protected. That Personality now has an extra +6 against any Attempt to Destroy, including further Assassinations. If the Personality is killed or destroyed, the Bodyguard is lost.

Book of Kells



This powerful grimoire increases the regular and Cloak Power of the owning Wizard by 1. Or, if linked to a Magic group, it gives that group an extra Action token each turn. The group can make no Attack to Destroy on any turn it gets an extra token.

Unique Magic Artifact

Botched Contact



Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand, and pick another card for automatic takeover that turn.

Playing this card requires an action from one of your groups.

Requires Action

Deasil Engine



Play this card at any time to make any Gadget Resource run backwards, destroying itself. Its owner must discard it. (But if anyone plays another Deasil Engine immediately, they cancel out.)

Neither one counts as an action.

Conspiracy Theorists



This powerful and much-mocked group is praised by the Rumormongers, because their wild ravings often contain useful ideas!

While you control this group, you may have one extra Plot card in your hand at all times.

POW 0 **RESIST 6**

Weird

Brauereien



Aufgrund ihres enormen Werbebudgets bewirbt diese Gruppe +4 auf alle Kontrollangriffe gegen beliebige Adressgruppen.

Die Aktion dieser Gruppe kann jederzeit eingeleitet werden, um einen Gegenspieler dadurch zu hindern, eine Karte zu ziehen. Es kann pro Runde nur dem Zähler einer Karte auf diese Weise entgegengewirkt werden.

M 3 **WIDE 1**

Korporativ

Boy Scouts



Whenever the Boy Scouts help to bring relief to any Desperate/Incarcerated, you may draw a Plot card for purposes of bringing Relief. They have a Power of 12.

POW 1 **RESIST 3**

Straight, Peaceful

Death Mask



Whoever wears it can see a slightly different world (through its staring eyeballs...), and when the mask is removed, the different world is the real one.

Link the Death Mask to any Magic group. That group can now use its action to enter any attack (after the dice are rolled, if it could have entered normally, this is). If its Power is enough to change the result, that's what happens.

Unique Magic Artifact

Earthquake Projector



This device can act once per turn. It can increase the Power of any Attack to Destroy a Place, or of any Disaster card, by 2.

Gadget **ACTION**

Fnord!



Play this card immediately after any die roll you make. You may discard this roll and try again.

This does not count as an action, but you must discard your top Group card, or any two Group cards from your hand.

Requires Discard

Freaking the Mundanes



Place an Action token on each of your Mundane groups which does not already have one. This card may be played at any time.

This card does not benefit groups which are suffering from the effect of any card or special ability that prevents them from getting Action tokens.

Center for Disease Control



As its action, the CDC can supply *Asst* to one Devoted location each turn. If the CDC makes a direct attack to destroy a Place, it can use biological warfare and get a +15 (1) to its attack. If the attack fails, the CDC is automatically destroyed by the owner of the Place that it attacked.

POWER **RESISTANCE**

Peaceful, Government Science

Air Magic



Play this card to help protect a Place against any Disaster, except Earthquake or Volcano. The Power of the Place is raised for this one defense.

Playing this card is an action for a Magic group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.

Requires Magic Action or Discard

Bundesverfassungsgericht



Der Besitzer dieser Gruppe kann ihre Aktion einsetzen, um die Aktion einer anderen Regierungstreuen Gruppe rückgängig zu machen. (Regierungstreue Gruppen, die nicht aus Deutschland kommen, und damit natürlich auch gemeint.)

3/3 **WIDE 6**

Regierungstreu, Friedlich

Burschenschaften



Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um eine Karte vom eigenen Gruppentapet zu ziehen.

Die Burschenschaften zählen als zwei konservative Gruppen für das Erfüllen von Segetebedingungen.

MA 3 **WIDE 5**

Konservativ

I.R.S.



At the beginning of your turn, you may "tax" any one rival for the top Plot Card from his deck - he may look at it before giving it to you. This is not an action for the IRS.

5/3 **RES 5**

Criminal, Government Bank

Good Polls



Play this card at any time. Until the beginning of your next turn, the Power and Resistance for all your groups of any chosen alignment is split for defense only.

PO1ER **RESIS2**

Liberal, Corporate

CFL-AIO



Although the CFL-AIO is Corporate, it can call a strike against any other Corporation. It gets a +10 for a direct Attack to Destroy any Corporate group, rather than the normal +4. It gives a +4 for any attempt to destroy such a group.

PO6R **RESIS5**

Liberal, Corporate

Place

Center for Disease Control



As its action, the CDC can supply Aid to one Devastated location each turn. If the CDC makes a direct attack to destroy a Place, it can use biological warfare and get a +15 (!!) to its attack. If the attack fails, the CDC is automatically destroyed by the owner of the Place that it attacked.

PO1ER **RESIS2**

Peaceful, Government Science

Place

Israel



Goes off on any attempt to control the Mosad. Israel has sympathizers everywhere, Israel can interfere in any attack, regardless of alignment, even if it was privileged. That negates the privilege.

3/3 **RESIS8**

Violent, Government Coastal, Nation

L-4 Society



Gives +4 to any attempt to control or destroy any Science or Space group, or +6 for direct control of any Space group.

PO1ER **RESIS2**

Weird Space, Science

18½-Minute Gap



Play this card immediately after someone else plays a Plot card. That card is canceled, but not discarded. Instead, add it to your own hand. You must spend all the Action tokens now on your the Plan (minimum 10), and discard the top undrawn card from both your Plot and Group decks.

Requires Discards and All Illuminati Actions

NEW WORLD ORDER
A Thousand Points of Light



We'll have to put something in the water.
 Paranoia is reduced, and good feelings increase to a thoroughly sensitive extent. Observed agreements no longer give the standard +4 bonus to control or the -4 penalty to control.
 This card replaces any Blue NWO card in play.

Adepts of Hermes

POWER
7/7



SPECIAL GOAL
 Each Magic Resource you control counts as one group toward the Basic Goal.

If you fail an Attack to Control against a Group from your own hand, you do not lose the group... just return the card to your hand. The Adepts of Hermes have a +6 on any attempt to control or destroy a Magic group.

Agent in Place



Play this card at any time. This card requires an action by one group with a Power of 4 or more.
 Pick one rival. You may look at all his hidden Plot cards, and pick one for him to discard!

Requires Action

Air Magic



Play this card to help protect a Place against any Dangers, except Earthquake or Volcano. The Power of the Place is higher for this one danger.
 Playing this card is an action for a Magic group. Alternatively, you may "undo" the top Plot card from your deck, to power this card. Discard it with out looking at it.

Requires Magic Action or Discard

Place
Al Amarja



Although Al Amarja seems constantly on the edge of death, it never quite eludes survival. Obvious threats keep the trap-bello tight!
 Conspiracy is in the very air of Al Amarja. Its owner is immune to the "I Died" card. However, its rulers use their arcane powers mainly to guard themselves. If Al Amarja, or its master or a puppet, is struck by a Disaster, each undrawn Plot card you discard (before the die roll) adds +4 to your defense.

POWER 2 **RES 8**
Weird **Coastal, Nation**

NEW WORLD ORDER
Bigger Business



Increase the Power of all Composite groups by 2.
 Increase the Power of all Consumable groups by 2.
 Increase the Power of all Consumable Composite groups by 3.
 This card replaces any Yellow NWO card in play.

NEW WORLD ORDER
Apathy



92

The number one problem in the world today, but why care?
No group may aid an attack made by another group, regardless of who owns it.
This card replaces any Red NWO card in play.

NEW WORLD ORDER
Antitrust Legislation



When this card is played, each player may move his Groups before it goes into effect, at the cost of discarding one Plot card for each move or three Plot cards for a complete reorganization. These discards may come from hand or deck.

While this NWO is in effect, Corporate Groups which control or are controlled by other Corporate Groups lose their Action tokens and cannot get new ones or use their special abilities.
This card replaces any Yellow NWO card in play.

Personality

Al Gore



Has +8 for direct control of any Green group.

10/1 **RESISTANCE**

Liberal, Government Computer, Green

GOAL
Blinded by Science



"If we knew what we were doing, it wouldn't be worth it."
Control six Science groups.
This Goal cannot be combined with other Goals in any sets.

Place

Brazil



The natural resources of Brazil give one extra Action token each turn to the group that controls it, if that group is Corporate.

PO3 **RESISTANCE**

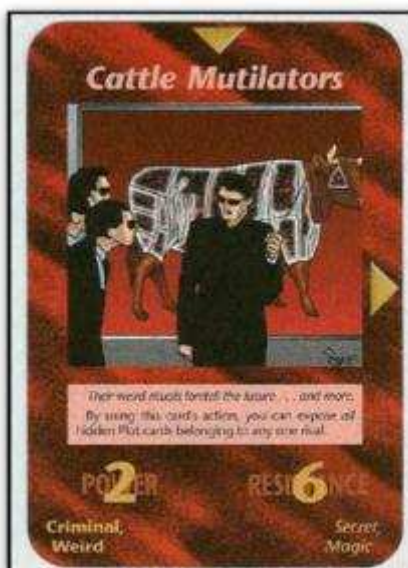
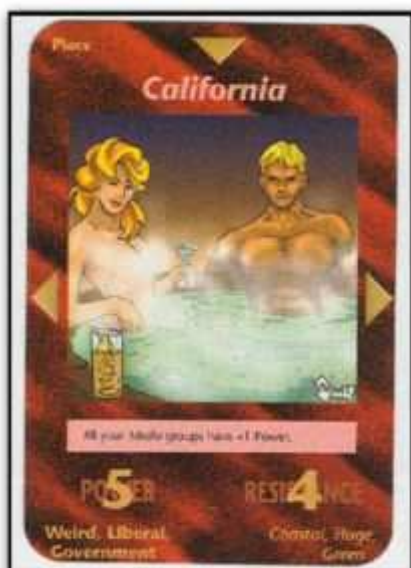
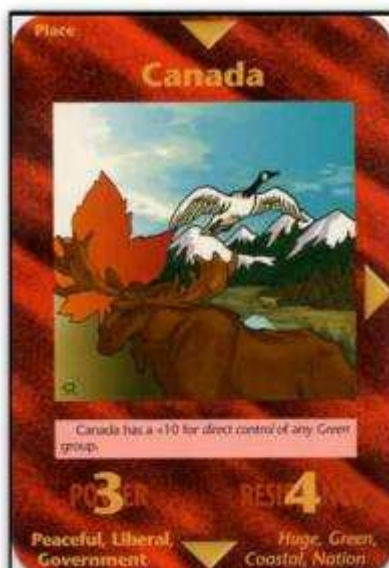
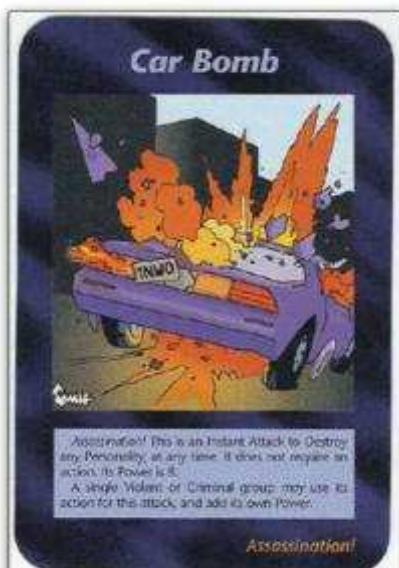
Government Huge, Coastal Nation

Bribery



"Perhaps this will change your mind..."
Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 2. If it was an attack, it succeeds only if the attack had a net Power of at least 2; attacks with a lower Power cannot succeed.
This requires all Action tokens currently on your Bureaucracy (a maximum of 11).

Requires All Illuminati Actions

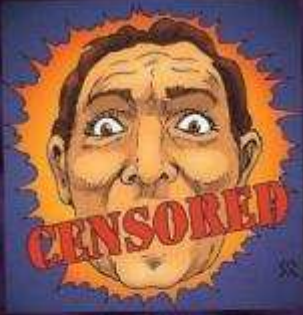


Celebrity Spokesman



Play this card at any time except during an attack. Link any Personality you control to any Organization that is not Secret or Government, and has no opposed alignments. The Power of the Personality is increased to 4. The bonus is lost if this card is captured or destroyed.

Censorship



This isn't a freedom-of-speech issue. This is a decency issue. We're doing you down.

This card may be played by any Straight, Conservative or Government group which makes (or aids) an attack against a Media group. It gives an extra +15 Power to that attack and makes it Privileged.

Center for Disease Control



As its action, the CDC can supply Relief to one Devastated location each turn. If the CDC makes a direct attack to destroy a Place, it can use biological warfare and get a +15 (15) to its attack. If the attack fails, the CDC is automatically destroyed by the owner of the Place that it attacked.

PO1 **RES2**

Peaceful Government Science

Center for Weird Studies



Home of the High Energy Cheese Lab, the Bozon Control Project, and other things they don't teach in Physics class.

Once per turn, on your turn, you may discard any Plot card from your hand and add an extra Action token to any one of your Groups or Resources which has already used its action. This does not let a group use its Power twice in the same attack.

Unique

Chain Letter



"You make 300 copies, and in three weeks you own Montreal!"

Play this card at any time except during a privileged attack, placing it over any Straight group. The target is paralyz'd immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Straight alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Weird action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Weird Action(s)

Charismatic Leader



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Fanatic group is increased to 6. Link this card to your chosen Fanatic group.

No player may have more than one Charismatic Leader in play.

Requires Action

NEW WORLD ORDER
Chicken in Every Pot



World trade is thriving. Everybody is rich and happy. Increase the Power of all Banks and all Coastal Powers by 2. Decrease the Power of all Violent groups by 1. This card replaces any Blue NWO card in play.

POW 2 **RES 6 NCE**

Violent, Corporate, Fanatic Church

Church of Violentology



It's only a game, domini, and we don't want to see any smiles in our mirrors, Oh yes?

Any group which participates in the destruction of the Church may draw a Plot card. However, if any attempt to destroy this group should fail, you may draw one Plot card for each group that participated in the attack... and the low-Power attacking group (except that which is automatically destroyed by your vengeful missions. Roll randomly in case of tie; the destroyed group counts as a kill for you.)

POW 2 **RES 6 NCE**

Violent, Corporate, Fanatic Church

Organization
Church of Middle America



They'll never get it, even when the saucers are flying overhead.

Any SubGenius group that controls the Church gets +2 to its Power (and Global Power, if it already has Global Power), just out of sheer glitz.

3/1 **RES 4 NCE**

Straight, Peaceful, Conservative Church

Christdemokraten



45 auf die linke Kontrolle über beliebigen regierungstreuen Gruppen. Das gilt nicht für regierungstreue Nationen.

5/4 **WID 4**

Konservativ

Place
China



The natural resources of China give one extra Action token to the group that controls it, if that group is Corporate.

China has endured for thousands of years, and will likely be here for thousands more. Any attempt to destroy it, even a Disaster, has a penalty of -20.

POW 4 **RES 4 NCE**

Government Huge, Communist Capital, Nation

C.I.A.



The CIA gets a +4 bonus, rather than the normal +4 penalty, to destroy any other Government group. When the CIA attempts to destroy a Personality, it may choose to make it an Assassination. The attack becomes instant, and if it succeeds, the target is dead.

6/4 **RES 5 NCE**

Violent, Government

Citizenship Award



This card may be played at any time and counts as the action for the group it affects. The increased Power takes effect immediately.
The Power for one Conservative group is increased by 6. Sink this card to your chosen Conservative group.
No player may have more than one Citizenship Award in play.

Requires Action

Clipper Chip



All Government groups in your Power Structure gain the ability to listen in on phone conversations worldwide. Only the legitimate law enforcement, of course.
Increase the Power of all your Government groups by 2. You are also locally immune to the Phone Pirates.
If you ever have no Government groups, you must discard this Resource. No player may have more than one Clipper Chip in play at a time.

Clone Arrangers



Gives 4/1 on any attempt to control a Personality (by replacing them with a clone).
At its action, this group may restore to life any just-killed Personality card. Other groups cannot interfere in any way. The restored Personality may be placed on any open control arrow of any of your groups. The original Personality no longer counts as "destroyed" for the goals of whoever killed it.

6/2

Violent,
Criminal

RESISTANCE

Communist,
Science, Secret

Comic Books



If the Comic Books attack to control a Weird group, or help the attack, the target's printed Resistance becomes 0 against that attack, and it gets no Resistance bonus for the Weirdness of its own master.

10/1

Weird, Violent

RESISTANCE

Media

Comet Hail-Bob



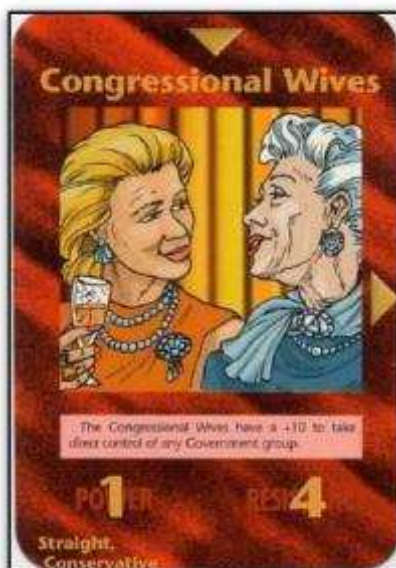
It's that flaming Y&LD sign from the heavens, telling you the last days are near.
Play this card immediately after a rival takes control of a group from his hand or the uncontrolled area. That Group went a little overboard in their newfound adoration, and... well, they're no longer with us. They are destroyed, but this destruction does not count toward any Goal. This requires an action from your Illuminati or two Church Groups. No player may use this card more than once in a game.

Requires Illuminati or Church Actions

Combined Disasters



You may combine two Disasters on the same Place, as long as both are eligible to be used on it. Play both of the Disaster cards, as well. Pick one Disaster to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other Disaster.



Convenience Stores



There's one on every corner... a worldwide network of informers. Any group card you play at an "agents" card gets an extra +5 for either attack or defense. If anyone else plays an "agents" card, you may give them the +5 at no cost.

The Convenience Stores have no effect on the power of duplicate Illuminati cards.

This group has +10 against any Attack to Destroy.

PO1ER
RESI2NCE

Corporate

Copy Shops



You may spend this group's action at any time, along with any Plot card from your hand, to copy any exposed Plot belonging to a rival. This "copied" Plot must be one that you can legally use immediately, and you must use it immediately, paying the normal cost. If it is recalled in any way, it is lost, no one can save or "recover" it, for further use in any way. If it's a Goal, you must be able to win with it immediately, or it doesn't count. If this copied Plot is one that would normally be kept on the table as a link, take it.

The actual Plot belonging to your rival is completely unaffected.

PO1ER
RESI4NCE

Corruption



"The black market in relief supplies is growing daily..."

Play this card after *Relief* has come to a devastated area. Corrupt local officials steal the supplies, and no new relief may be attempted for that area until after the next turn of the person playing this card.

Cover of Darkness



The schedule was tight, but they made the switch with minutes to spare. Their van was several blocks away when the red glow grew behind them and the screaming started. Their previous target was safe.

Play this card immediately after a *Cadjet* or *Artist* Resource has been destroyed or discarded. It's not destroyed after all... you got it!

Counterspell



Suddenly the candles flared brightly, and the soritors screamed. "No! No!" The altar exploded, and the roof began to sag.

Play this card when any Magic Resource is used to attack you or help an attack on you, in any way. You must use either the action of a Magic group or your Illuminati.

That Resource is destroyed! Discard the card.

Requires Magic or Illuminati Action

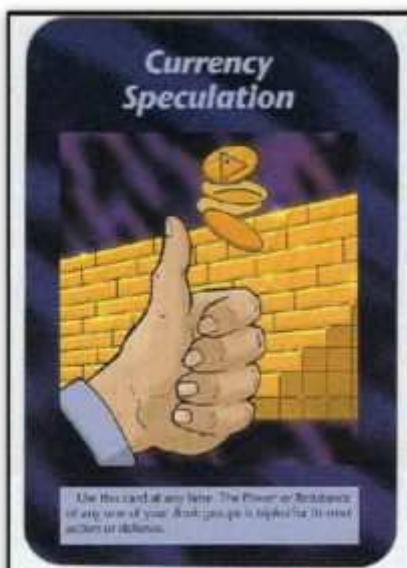
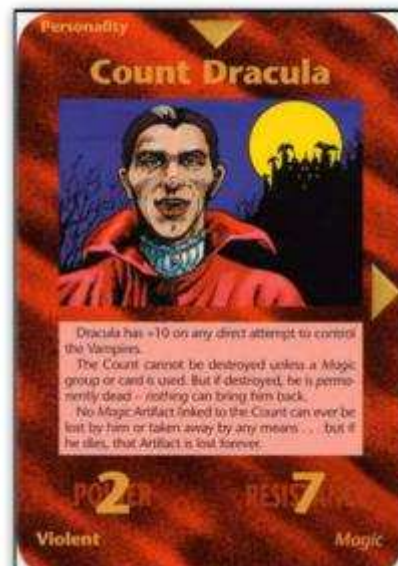
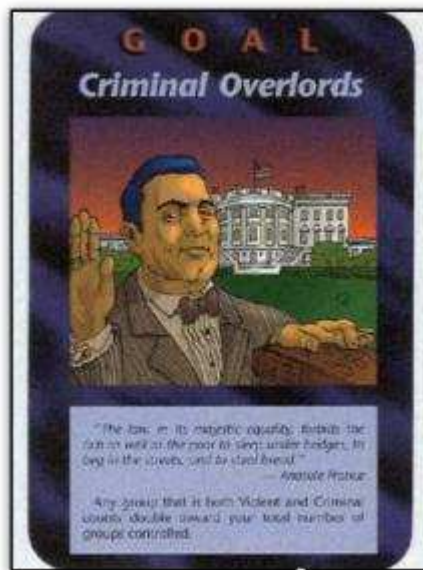
Crop Circles



The ritual runs, with hundreds of yards across, appeared in a single night, focusing their power on the ley lines all across England...

Play this card when you are entitled to draw either Plot or Group cards. You have 30 seconds to look through one deck and choose as many cards as you are currently entitled to draw. You must reshuffle the deck afterward. This costs an action from a Magic group.

Requires Magic Action



Cyborg Soldiers



Link this card to any Violent group. The Power of that group is doubled. If that group is destroyed, the Cyborg Soldiers are also lost.

Godget

Cycle Gangs



Twice as many with motorcycle and fighting ability as the average.

Given a +2 on all attacks against other groups. He is a +4 to any. (Cyborgs are only counted as 1 each)

PO1ER RESI4NCE

Violent, Weird

Personality

Dan Quayle



"P-O-T-A-T... Ave, come on, guys, let's go guffin."

Nobody could be this dumb... could they?

Danny has the power to distract any Media group by making an incredibly stupid public remark. By using his action, he can cancel any action taken by any Media group.

PO1ER RESI1NCE

Straight, Conservative

Deprogrammers



Gives a +4 to any attempt to destroy a Weird or Fanatic group, or +8 if the target is both Weird and Fanatic. (Discordia's Immunity to Straight groups does not extend to the Deprogrammers.)

PO1ER RESI4NCE

Straight

Dentists



"You're not doing anything this week, Sonos. These wisdom teeth have to come out right now."

By using their own action, the Dentists can cancel the Action(s) of any Personality.

PO1ER RESI2NCE

Straight

Democrats

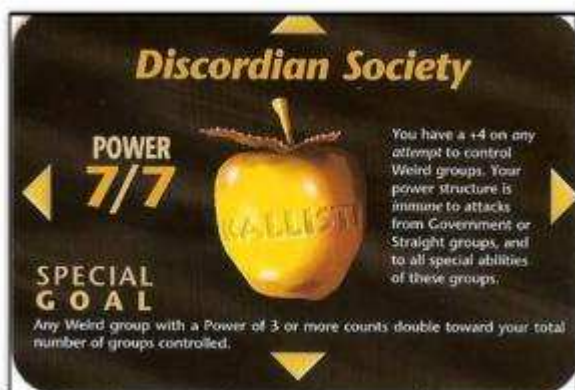
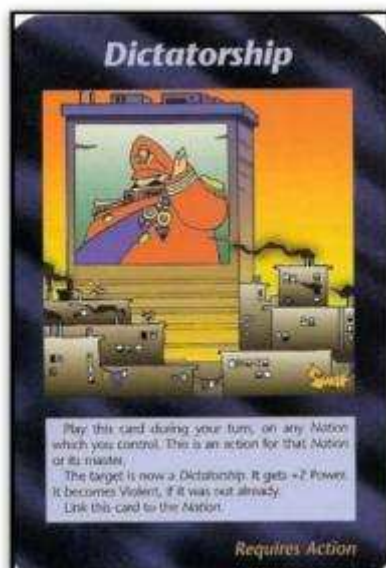
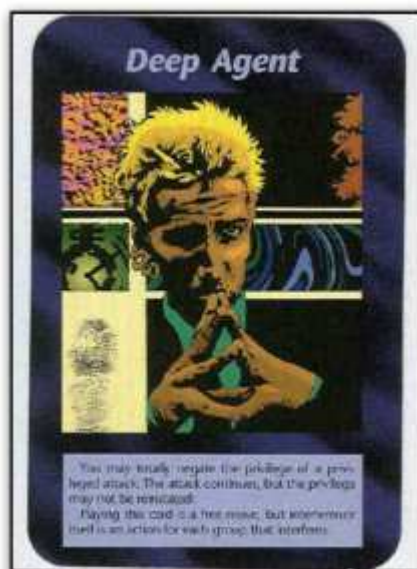


For every reaction, there is an equal and opposite government program.

The Democrats have an extra +4 for direct control of any Government group that is not a Native.

6/5 RESI4NCE

Liberal



Don't Touch That Dial



Play this card at any time a Mafia group is attacked unsuccessfully. The attacker's turn ends immediately.
An action from any Mafia group is required to play this card.

Requires Mafia Action

NEW WORLD ORDER

Don't Forget to Smash the State



Doubt of government is at an all-time high, and society is crumbling.
Reduce the Power of all Government groups by 3.
Reduce the Power of all Straight non-Government groups by 2.
This card replaces any Yellow NWO card in play.

Dollars for Decency



Place an Action token on any one, straight group, or on two or more, straight groups whose current Power adds up to 5 or less. This card may not prevent a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.
This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Drought



Disaster! This is an Attack to Destroy any Hope Place. It does not require an action. Its Power is 24 if the Target is Good, 28 if it is not.
This is not an instant attack. Any Control Place, or any group with a special ability that mentions giving Relief, can aid the target Place with its current Power.
If the attack succeeds, the target is Destroyed. If it does not succeed by more than 10, the target is destroyed.

Disaster!

Drug Companies



We'll have to put something in the water to make them forget this.

The Drug Companies may attack to permanently remove one alignment from any group in play. But mostly as for an Attack to Control, with a +10 bonus, but if it succeeds, the only result is the loss of whichever alignment the attacker chooses. Indicate this in whatever illuminated manner you choose; a solid gold engraved plaque is good, but so is a sticky note.

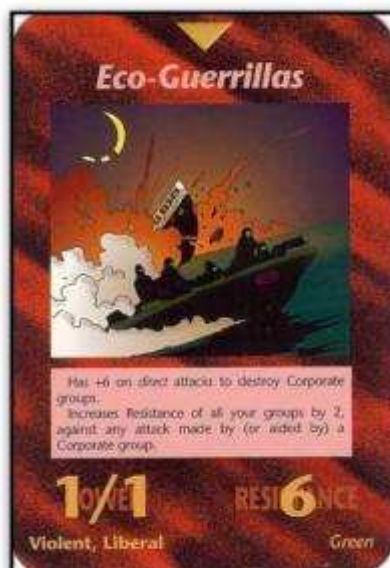
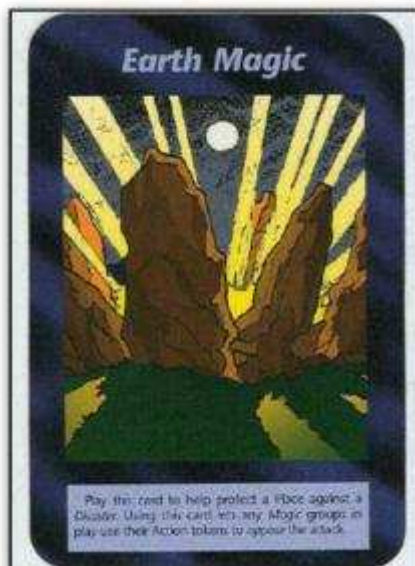
3/3 **RESISTANCE 3**
Corporate Science

Druids



The Druids may aid or oppose any attack made by or against any Mafia group, even if it is Secret. Place a link between this group and any chosen Place. That Place has an effective +6 Power against Drifters. But if that Place is destroyed, the Druids are destroyed, too, and count as a destroyed group for the attacker.

2/1 **RESISTANCE 4**
Magic, Green



E.F.F.



Has +4 for direct control of any Computer group. If the E.F.F. helps to defend a Computer group against attack, the total Power spent by all defending groups is doubled.

2/1 RESIS**3**NCE

Liberal Computer

Elders of Zion



An ancient and subtle brotherhood, the Elders know well the art of conspiracy. They can reorganize your entire Power Structure. This must take place on your turn, and requires their action and an action from your Illuminati.

PO2ER RESIS**7**NCE

Fanatic Secret

Eliza



Is it really alive, or does it just think it is?

Eliza can be linked to any Computer group, or to the Network. That group gets an extra Action token each turn, but if that extra action ever results in a roll of 11 or 12, Eliza has crashed. Discard this card – and expose all your hidden Plot cards. No group may have more than one Eliza.

Gadget

Empty Vee



This group, and all other Media groups in your Power Structure, are totally immune to attacks from Straight groups. Each Personality you control gets +1 to its own Power.

3/2 RESIS**3**NCE

Media

Emergency Powers



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Government group is increased to 6. Link this card to your chosen Government group.

No player may have more than one Emergency Powers in play.

Requires Action

Embezzlement



Play this card immediately when another player draws a Plot card, before he uses it, or announces what it is. That Plot card becomes yours! But you must discard one other Plot card from your own hand, as well.

Requires Plot Discard

Personality

Elvis



"It was here it was here!"
 This has the power to distract any Media group by making a brief public appearance. By using his action, this can cancel any action taken by any Media group. This also has +6 for instant control of the Church of Elvis.
"This has left the building..."

10/1 **RESISTANCE**

NEW WORLD ORDER

End of the World



"The end of the world is at hand! The millennium is upon us! Just... Repent! Back off. Play nice!"
 All Church of Elvis groups get +2 Power. Famous Churches get +5. All Corporate and Government groups lose credibility, and their Power is reduced by 2.
 This card replaces any other MWU card in play.

EPA



"We need to see your Environmental Impact Form, your Formal Environmental Plan, your Impaired Environment Formula..." All 23 copies, please. Oh, look. This one is in blue ink. You'll have to start over.
 As long as there is a town on the EPA, the Nuclear Power Companies cannot use their special ability.

PO3 **RESISTANCE**
 Government Green Science

Exposed!



"Watch them juggle the codebooks..."
 Play this card at any time. It requires the action of any Media group with a Power of 4 or more. One Secret group is now exposed. Unless this card is immediately countered, that group permanently loses its Secret ability.

Requires Media Action

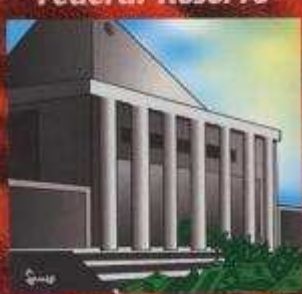
NEW WORLD ORDER

Fear and Loathing



Paranoia increases worldwide. Identical alignments now give +8 on any attempt to control, and -8 on any attempt to destroy. The reverse is true for opposed alignments.

Federal Reserve



Gives a +6 on any attack against any Bank, and a +2 on any attack against any Nation or Corporate group.

5/3 **RESISTANCE**
 Government Bank

Feminists



The Feminists give an extra +5 on any attempt to control a Liberal group or destroy a Conservative one.

By using the Feminists' action, you can randomly draw one Group from the hand of any rival; if the group is Liberal, it goes into your hand. Otherwise, give it back.

POWER **RESISTANCE**

Liberal

Fickle Finger of Fate



Induction is the key to destiny.

The target Illuminati lose their automatic takeover. Instead, they get +10 to their Power for any one attack each turn. (This card is prohibited in a game using two-player rules.)

An Illuminati action is required to play this Zap. Play on a civil Illuminati of any line except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap! **Requires Illuminati Action**

F.B.I.



Has +10 to directly destroy a Criminal group.

Gives +4 on any attempt to destroy a Criminal group, or +2 on any attempt to control a Criminal group.

4/2 **6**

Straight, Government Science

Fast Food Chains



Would you like fries with that?

Gives +6 on any attempt to destroy a Green group.

Would you like fries with that?

Nobody has any idea what's in those secret recipes. And when they find out, they forget again. The owner of this card can automatically hide two exposed Plots on his turn; no action is required.

Order the fries, earthling!

POWER **RESISTANCE**

Straight, Corporate

Faction Fight



Played along with a duplicate card for any Group controlled by one of your rivals; this gives an extra +5 bonus to the attack, and makes that attack Privileged!

Using this card is not an action, but the attack is.

Epidemic



Disaster! This is an Attack to Destroy any Race. It does not require an action; its Power is 14.

This is not an instant attack; other groups can interfere normally.

If the attack succeeds, the target is Devoted. This attack cannot actually destroy the target.

Disaster!

Eternal Salvation or Triple Your Money Back



Two, count 'em, TWO paradises for \$30 ... one while you're alive, lasting as long as you want, and one when you decide to die! No other religion offers a better deal!

Offer good through July 4, 1998. Some restrictions apply. Void where prohibited by law. Close cover before striking. Please recycle. Slightly higher in Canada.

Play this card at any time. Draw enough new Plots to fill your hand out to 5. You may only play this card once per game. It requires an action from one SubGenius group.

Requires SubGenius Action

Evil Geniuses for a Better Tomorrow



As this group's action, you may automatically take over any Gadget Resource from your hand. You must then link it to the Evil Geniuses. Resources linked to them cannot be unlinked ... they are lost or captured if the Evil Geniuses are!

2/2 RES 6

Violent, Weird Science

Enough is Enough



At any time, at any place, our snipers can drop you. Have a nice day

England



Though England's power is reduced, today her influence is still felt everywhere. England gets two action tokens every turn.

2/2 RES 6

Government Huge, Coastal, Nation

NEW WORLD ORDER Energy Crisis



A crippling energy shortage affects power blocs worldwide ...

Reduce the Power of all Corporate groups by 2.
Reduce Power and Resistance of all Green groups by 1.

This card replaces any Blue NWO card in play.

Fidel Castro



Nobody's ever known exactly what Fidel was up to.

Link this card to one hidden Plot (put it upside-down on the table). Nothing can expose that Plot while Fidel remains in play. If the Plot is used, you may link another one to Fidel on your own turn.

PO 1ER RES 6

Liberal Government COMMUNIST

Fiendish Fluoridators



Gives +5 to any attempt to destroy a Straight or Conservative group. When you do destroy one, draw a Plot card!

PO3ER **RES5NCE**

Fanatic Secret, Science, Communist

Finland



Finland has a +6 for direct control of any Computer group, and gives a +2 to any attempt to control a Computer group.

PO2ER **RES5NCE**

Liberal, Government Computer, Coastal, Nation

Five-Year Plan



Nothing can stand against us. Every single detail is under our control.

No Communist group, no matter who owns it, may use its Action tokens until the end of the person's turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Communist action, that action is canceled.

This card requires an Illuminati or Communist action.

Attribute **Requires Illuminati or Communist Action**

Freeze!

Flower Power



Place an Action token on any one *Peaceful* group, or on two or more *Peaceful* groups whose current Power adds up to 5 or less. This card may not be used on a group that already has one token, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Floating Point Error



8,993,876,5 out of 10 software executives agree it's not really a problem.

All over the world, computers get weird. No Computer group, no matter who owns it, may use its Action tokens until the end of the person's turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Computer action, that action is canceled.

This card requires an Illuminati or Computer action.

Attribute **Requires Illuminati or Computer Action**

Freeze!

Flesh-Eating Bacteria



Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 20.

This is not an instant attack. Any Science group can aid the target Place. The Center for Disease Control has triple power to aid the target Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 8, the target is destroyed, and this card returns to the hand of the *Scout* who played it.

Disaster!

Flat Earthers



People laugh, but the Flat Earthers know something. For their action, you may roll 2 dice. If your roll is equal to or less than the number of Places you control, the Flat Earthers' weird alternate geology has led them to a gold strike, and you may draw as many Plot cards as the number you rolled.

POWER **RESISTANCE**

Weird,
Conservative

Flying Saucer



This vehicle was found buried in a cornfield in Idaho. It will take a small number of people anywhere in the world, undetectably, within an hour.

Linked to a Personality, the Flying Saucer gives him +10 against any Attack to Destroy or Assassination. If it is captured or destroyed, if he is.

Left unlinked, as property of the Illuminati, the Flying Saucer lets you make one extra automatic takeover each turn. This may only be used for a Resource. If you make this extra takeover, you must discard your top undrawn Plot card in exchange.

Unique Gadget Artifact

Fjord Motor Company



"Corpses without names shall go / and condemn all the world with war."
—Mothel Shpton (7488-1343)

Everybody subsidizes Detroit. As its action, this group can let you re-roll any failed attack by another group in your Power Structure. But you must also discard one Plot card.

POWER **RESISTANCE**

Peaceful,
Pessimistic

Foiled!



You may force any card to discard one exposed Goal card.

This card may be used at any time, but requires an action from a Media group.

Requires Media Action

FOREIGN AID



"Don't spend it all in one place..."

Place an Action token on any one Nation group, or on two or more Nations whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Forgery



"Sure! You have been deceived by a clever duplicate... but we have the real thing!"

This card lets you make an automatic takeover of a Resource card from your hand, duplicating any Unique Resource already in play.

Your Resource is the real one. The owner of the other one must discard it.

Place

France



France has always loved liberal causes. France's Power can be used to defend any Liberal group you control, as a free zone.

PO3 **RES5**

Liberal, Government

Huge, Coastal, Nation

Ort

Frankfurt



Die Macht aller anderen Illuminati Gruppen innerhalb der eigenen Machtstruktur steigt um 3.

M7 **WID8**

Gewalttätig, Kriminell, Regierungstreu

Frankfurter Börse



Wenn die Börse einen Angriff auslöst, oder unterläßt, darf sie korporative Gruppen wie Regierungstreue oder regierungstreue wie korporative behandeln. Der Widerstand aller Matriketten der Frankfurter Börse steigt um 10.

M4 **WID3**

Korporativ

Boni

Fußballprofis



Korporative Matriketten der Fußballprofis erhöhen zusätzlich das Widerstand-Messen.

M2 **WID4**

Korporativ

Medien

Fred Birch Society



The Fred Birch Society, spiritual leaders of right-wingers everywhere, counts as two Conservative groups for any Illuminated goal, though not for the basic Goal.

PO1 **RES4**

Conservative, Straight

GOAL

Fratricide



Remember: Defeat is worse than death, because you have to live with defeat.

Destroy two other Illuminati groups!

To destroy an Illuminati, you must remove its last puppet. You may do this yourself, or you may help someone else to do it. Any kind of help counts... adding Power to an attack, or using a Plot card or special ability.

This Goal cannot be combined with other Goals in any way.

Fraternel Orders



You think they look silly with their hats and their make-up. You think they're just a bunch of idiots. If you knew what those hats really meant, you'd never laugh at anything ever again.

By spending this group's action, you may cause another Group (and at any time).

PO3ER **RES15NCE**

Conservative

Full Moon



Place an Action token on each of your Labeled groups, whether it has one or not, and any other Labeled group in play that you want to benefit.

This card may be played at any time. It requires an action from your Illuminati.

This card does not benefit groups which are suffering from any effect that prevents them from getting Action tokens.

Requires Illuminati Action

Fundie Money



Play this card at any time. It requires action(s) by Conservative groups with a total Power equal to the Resistance of the target group, disabled if the group is currently Liberal. If it's controlled by a rival, add bonuses for its Counters to the Illuminati.

Alternatively, one Illuminati action will do the job. The "target" group becomes permanently Conservative. If it was Liberal, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Gang War



Place an Action token on any one Criminal group, or on any of those Criminal groups whose Counters Power adds up to 4 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Gay Activists



This group can, in its action, reverse any one alignment of any group in play. It may do this at any time except during an attack. The effect lasts only until the end of the current turn.

PO2ER **RES15NCE**

Weird

George the Janitor



"Ben? Their computer was full. I got as much as I could..."

Play this card at any time. It requires an action by one group.

Pick a rival. That rival must now pick one of his hidden Plot cards. Now you decide (without looking) whether he must expose that card, or expose all his other hidden Plots.

Requires Action

Personality

George Bush



George Bush is conservative - when he feels like it. He is treated as Conservative if and only if you, the Illuminati judging his stonks, were firm to be Conservative...

POW 2 **RES 3** **NCE**

Straight,
Conservative (sometimes)

Personality

Genschman



Genschman ist liberal, wenn er sich so fühlt. Er hat nur durch die Genierung Heral, wenn das Spielchen über Nacht...

Er erhält einen +2 Bonus zur Überwindung einer Genierung, wenn bei der Verlobung genau einen bestimmten Aspekt...

3/3 **WIDE 3**

Liberal (manchmal),
Bürgerlich

Personality

General Disorder



Spend his action to give +10 to any Genation - but it cannot destroy its target, only Genation. General Disorder has been assassinated repeatedly, but he doesn't stay dead. If he is killed or destroyed, he counts as "destroyed" only until the end of the current turn. If no one has won, the General comes back to life on any piece of his former master. Of course, if available, he returns to your hands. His puppets return to your hand whenever he is destroyed. He keeps any trivial Place or other changes, good or bad.

POW 1 **RES 6** **NCE**

Weird,
Violent

Science

Place

Germany



Germany can save its actions. It gets an Action token each turn, even if some are already on it - and it can use its tokens together in one attack. Gives a +2 to any attack to control a Science group.

POW 4 **RES 3** **NCE**

Conservative,
Government

Huge, Coastal,
Nation

Giant Kudzu



Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 10 against a Control Place, 24 against any other Place. This is not an instant attack, any group can use its action to aid the victim (but not the Kudzu). If the attack succeeds, the target is Destroyed. If the die roll succeeds by more than 6, the target Place is completely destroyed.

Disaster!

Girlie Magazines



Has +5 for direct control of any Straight group. But they don't look at the pictures, they just read the articles. (More!!)

2/1 **RES 2** **NCE**

Liberal

Media

Gnomes of Zurich

POWER
9/9



You may hold 6 Plot cards in your hand, rather than the usual 5. You have a +4 on any attempt to control any Bank.

SPECIAL GOAL
Any Corporate group or Bank with a Power of 4 or more counts double toward your total number of groups controlled.

Good Polls



Play this card at any time, until the beginning of your next turn, the Power and Resistance for all your groups of any chosen alignment is tripled, for defensive only.

Goldfish Fanciers



We're sorry, but we're not even permitted to tell all what the Secret Knowledge is about goldfish. Your entire Power Structure is completely immune to attacks by Fanatic groups. No, we're really not going to explain why.

POWER

RESISTANCE

Peaceful Fanatic

Go, Lemmings, Go!



Play this card whenever a rival discards Plots or Groups, from either his hand or his deck, in order to power a Plot card or a group's special ability.

If he discarded one card, he must discard two more of the same type. If he discarded more than one, he must discard as many again of the same type or types.

If the original discards were from his hand, the extras must be from his hand; if he does not have enough, he must make up the difference from his deck. If the original discards were from his deck, the extras must be from his deck; he does not have to discard them from his hand, even if his deck runs out.

He gets no benefit of any kind for the extra discards.

Go Fish!



Ask any rival for a specific Plot. He must show you all his hidden Plots, give you all instances of the Plot you named, and discard two undrawn Plots for each one. But if he has none of the Plot you named, all your Plots are exposed.

Anyone who has received a Plot card from a rival or has been forced to show a rival any non-exposed Plot in his hand or deck is immune to Go Fish until the end of his next turn.

Gremlins



Gremlins do not exist!

This card can be used to remove the Action token from any Computer group, or to cancel its action if the action was a use of its Power.

Alternatively, play this card to force a rival to put one Goldfarb Resource back in his hand.

NEW WORLD ORDER
Gun Control



Increase the Power of all Violent Government groups by 3.
Increase the Power of all Criminal groups by 1.
This card replaces any Red NWO card in play.

Gun Lobby



Resistance is 3 normally. Against any Liberal, Weird or Communist group, resistance is 10!
Any time a Conservative or Violent group in your Power Structure is attacked - whether it succeeds or fails - you may draw a Plot Card as soon as the attack is over. If you still control the Gun Lobby.

POWER **RESISTANCE**

Violent, Conservative

Hackers



The Hackers have a +4 for direct control of any Computer group. They give a +2 to any attempt to destroy or control any Computer group.

3/2 **RESISTANCE**

Weird, Fanatic Computer

Harmonica Virgins



Play this card at any time to give +10 Power or Resistance (your choice) to any Magic group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn. Is good for defense only, and does not count toward Coils.

Hammer of Thor



This mystic artifact can act once per turn. Its action can be used to increase the Power of any Government or Violent group by 2, either to make any attack or to defend against an Attack to Destroy.

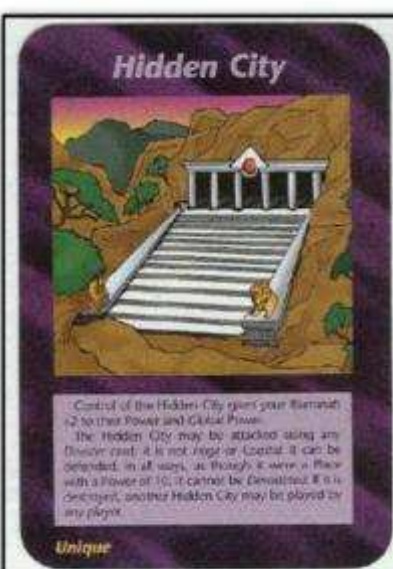
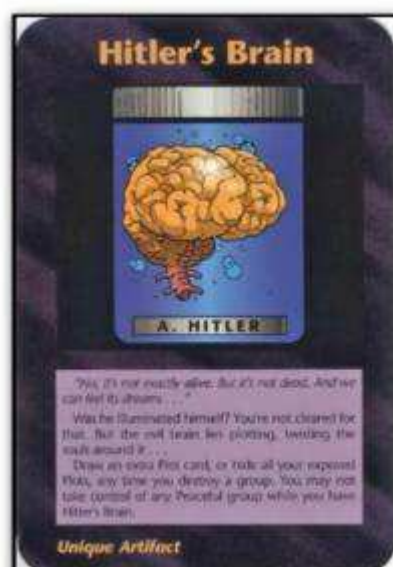
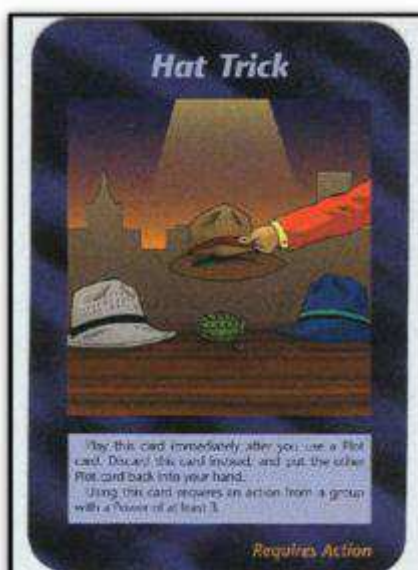
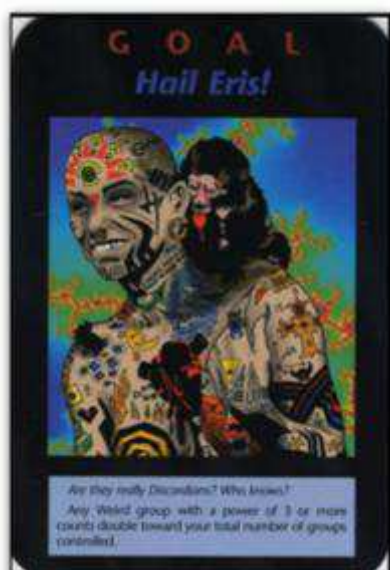
Unique Magic Artifact **ACTION**

Hallucinations



You control a powerful wizard. Unfortunately, she's totally insane. But she can act once per turn to project her madness into the mind of any Personality and cancel their action, or to give +3 on any attempt to destroy them.

ACTION



Place

Hawaii



The national vacation spot for the world's middle class, Hawaii gives one extra Action token each turn to the group that controls it, if that group is Corporate.

POWER **RESISTANCE**

Corporate Coastal

Head in a Jar



Play this card when one of your Personalities is killed. It takes precedence over any enemy attempt to capture or permanently eliminate the destroyed card.

Link this card to the Personality. It remains in play, but can never control any group that it didn't control before it went in the jar. It gets a +10 to defend against any further Assassinations. It can Attack to Destroy, or aid attacks with its Power, but it's doing all its business by telephone...

Personality

Hillary Clinton



Gives -2 to any attempt to control Bill Clinton, Congressional Wives, or Democrats. +6 to take direct control of any of these groups.

POWER **RESISTANCE**

Liberal

Place

Hollywood



"Behind the phony front of Hollywood lies the real truth."
— Oscar Levant

The Power of Hollywood (both regular and Global) is increased by 2 for each Media Personality in your Power Structure.

3/3 **RESISTANCE**

Liberal Media

Hurricane



Disaster! This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 16 against a Huge Place, 20 against any other Place.

If the attack succeeds, the target is Devastated. This attack cannot actually destroy the target.

Disaster!

Hit and Run



Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Fanatic group may use its action for this attack, and add its own Power.

Assassination!

Personality

Helmut Kohl



«I auf jeden Versuch beiderseits gegenseitiger Gruppen zu kontrollieren, die Teil von Deutschland sind.
«I auf die direkte Kontrolle einer beiderseits gegenseitigen Gruppe.
In diesem, wenn Helmut Kohlungen geteilt sind, wird mit 1W (gelöst: Bei 1-3 ist er bürgerlich, Bei 4-6 ist er ein Nichts).

4 **2**

Konservativ, Regierungstreu, Bürgerlich (manchmal)

I Lied



"A lie is an observation, only the lie itself is very potent hope in time of trouble."
— Ada Dimension

Play this card immediately after you agree on a deal or trade something... groups. Plot cards, whatever.

You don't have to keep your side of the deal, but the other party does.

Place

Illuminati University



Where do you go to learn the Things Man Was Not Meant To Know? Good old IOU!

You must pay " tuition" as long as you control IOU. At the end of each turn, you must discard one Plot or Group from your hand or the top of your deck, or discard IOU and return its puppets to your hand. But IOU, and its master, and its puppets, are all completely immune to Disasters and to Straight and Government groups.

And don't ask what the O stands for.

PO2ER **RES6ANCE**

Weird **Science, Magic**

Personality

Imelda Marcos



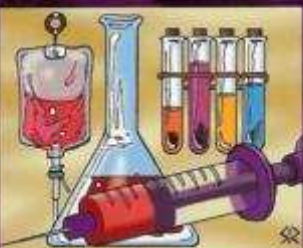
"Can we stop at the shoe store?"

Wonder where all that gold went? Whenever Imelda uses her Power against a Government group or bank, you may choose to roll 1 die. If the result is 1 through 3, her Power for the attack is 5. On a 4, she is destroyed, and counts as a destroyed group for the target of the attack.

PO1WER **RES1ANCE**

Criminal

Immortality Serum



"By the way, if you run us, you can live forever, intended?"

This card may be used for one Personality. Keep it unlinked until it is used. The link remains if the Personality is captured from you.

You may use it to take control of any just-played Personality, including one from another player's hand! No die roll is required. Link the card to that Personality. Now nothing can kill that Personality, including destruction of a Place he's linked to. He also has +5 against ordinary attacks to destroy.

You may also link it to a Personality you control.

Interference



You may interfere with a privileged attack, on either side. No other players may interfere unless they use other Plot cards or special abilities.

Playing this card is a free move. But interference itself is an action for each group that interferes.

Intellectuals



"I didn't understand that. It must be true."

A Media group which controls the Intellectuals cannot be captured, or destroyed except by a Divider or Assassinator, and its own Power is increased by 1.

POW 1 **RES 3**

Weird, Fanatic

Infobahn



Play this card at any time to give +10 Power or Resistance (your choice) to any Computer group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Impostor



This card permits you to play, from your hand, a Personality which duplicates one who has been Assassinated. You must also spend an action from one group with an alignment in common with the Personality. You automatically control the new card. The original Personality no longer counts as "destroyed" for the goals of whoever killed them.

POW 3 **RES 5**

Requires Action

International Cocaine Smugglers



Gives +4 on any attempt to control the following groups, or any of their puppets: Punk Rockers, Cycle Gangs, Urban Gangs, Hollywood, Manuel Norega.

Feel free to extend this bonus to any Personality that all players can agree on.

POW 3 **RES 5**

Violent, Criminal

International Communist Conspiracy



+3 on any attempt to control any Communist group, or any puppet of a Communist group. The International Communist Conspiracy also has a +4, rather than a -4, for direct control of any Fanatic Communist group.

POW 3 **RES 3**

Fanatic Communist

I.R.S.



At the beginning of your turn, you may "buy" any one rival for the top Plot card from his deck - he may look at it before giving it to you. This is not an action for the IRS.

5/3 **RES 5**

Criminal, Government Bank

ISOLATIONISM



The target Illuminati cannot take over Nation groups. An Illuminati action is required to play this Zap.
 Play on a rival Illuminati at any time except during a privileged attack.
 A Zap stays on it's victim until it's removed.
 Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Place

Israel



Gives +8 on any attempt to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.

3/3 RES **8** NCE

Violent, Government Control, Nation

Place

Italy



Italy loves artists, wheels, and machines. Italy's Power can be used to defend any Video group you control, as a the movie... no Action taken required.

PO3 RES **6** NCE

Liberal, Government Control, Nation

Place

Japan



Japan has a +6 for direct control of any Atomic or Computer group.

6/4 RES **8** NCE

Peaceful, Government Computer, Capital, Nation

Jihad



Play this card at any time to give +10 Power or Resistance (your choice) to any Fanatic group you control.
 If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Just Say No



Play this card at any time to give +10 Power or Resistance (your choice) to any Straight group you control.
 If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Junk Mail



Did you ever wonder what sort of sinister messages might be hidden in that back-slab advertisement? No? Good. Don't think about it.

This group may attack any Secret group directly, or aid or oppose any attack on a Secret group. Gives a +6 to any attempts to take control of a Secret group.

10VE1 **RESI3** **NCE**

Corporate Criminal Media

Jake Day



Play this card at any time. It requires action(s) by VARIOUS groups, with a total Power equal to the Resistance of the target group, doubled if the group is currently Straight. If it is completed by a stunt, add bonuses for its closeness to the Mummy.

Alternatively, one Famine action will do the job. The target group becomes permanently Weir. If it was Straight, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Joggers



No one ever suspects a harmless jogger... This group gives a +2 on any Assassination attempt. This group may not be destroyed.

PO1 **RESI2** **NCE**

Green

Ketchup is a Vegetable



infatuating government policies, your cynical non-deferential unimportant stupid policies, undermining public trust.

Play this card along with any Attack to Destroy any Government group. The attack becomes Privileged, and you get a +5 bonus.

GOAL Kill for Peace



Destroy Violent groups, and control Peaceful groups, in any of the following combinations:

- Destroy 2 Violent, control 6 Peaceful
- Destroy 3 Violent, control 5 Peaceful
- Destroy 4 Violent, control 4 Peaceful
- Destroy 5 Violent, control 3 Peaceful
- Destroy 6 Violent, control 2 Peaceful

This Goal cannot be combined with other Goals in any way.

Killer Satellite



At its activity, the Killer Satellite may attempt, at any time, to destroy any "Satellite" Resource, or the Cellular Mind Control Unit. If a target is destroyed, any action it had just announced is canceled. For a one kill, discard the Killer Satellite. Or roll one die:

- 1-3: Target is destroyed.
- 4: Any target but the OMCI is destroyed. If the target is the OMCI, the Killer Satellite is destroyed.
- 5: Target and Killer Satellite are both destroyed.
- 6: Killer Satellite is destroyed.

After activity, the Killer Satellite may use its action to give +5 to any attack on a Space Place, or it may be discarded (with its Action taken) for a +15 on any attack to destroy one.

Godget **ACTION**

Kinder and Gentler



Play this card at any time. It requires action(s) by Peaceful group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Violent. If it is controlled by a rival, add bonuses for its closeness to the Illuminati. Alternatively, one Illuminati action will do the job. The target group becomes permanently Peaceful. If it was Violent, that alignment is lost. Keep this card, with a link to the target.

Requires Action

KKK



If the KKK makes or aids an attempt to destroy any Peaceful group, all Violent groups in that attack, on both sides, have doubled Power.

PO2ER RESIS5NCE

Violent, Conservative

Kredithaie



«Es ist Mitternacht. Wo bleiben die Mäuse?»
Die Macht der Kredithaie steigt für jede andere kleinere Gruppe innerhalb der regionalen Machtstruktur um 1.

PO3ER RESIS5NCE

Gewalttätig, Kriminell

L-4 Society

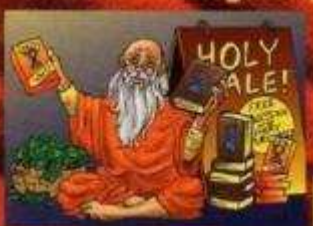


Gives +4 to any attempt to control or destroy any Science or Space group, or +8 for direct control of any Space group.

PO1ER RESIS2NCE

Weird, Space, Science

Lama Ramadingdong



Oh, very yes, we use all minerals and minerals, it is an extreme rudeness. I am explaining it in my new book, or if you prefer it is an video, yes?

This Power increases by 1 for every other Green group in play, and may be used to defend any Green group at any time. This does not require an action.

PO1ER RESIS1NCE

Peaceful, Weird, Corporate, Green

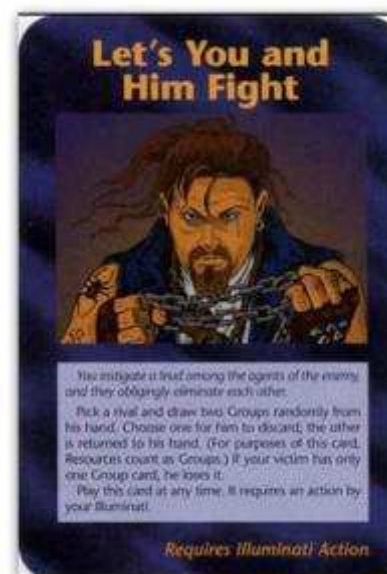
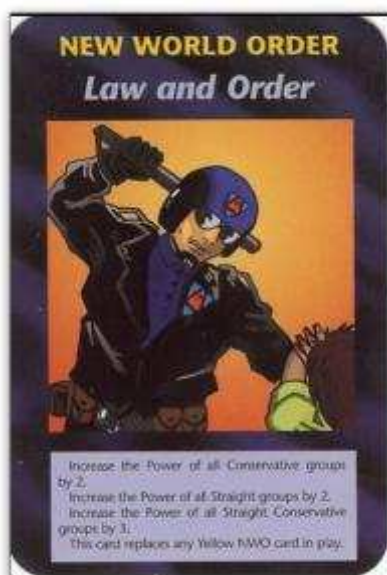
Lenin's Body



He's still dead. Film at 11.

Link this card to any Group. That group gains +5 for direct control of Communist groups. If the linked group is itself Communist, it also gains Global Power equal to its current regular Power.

Unique



Liberal Agenda



Play this card at any time. It requires action(s) by Liberal group(s) with a total Power equal to the Resistance of the target group; doubled if the group is currently Conservative. If it is controlled by a rival, add bonuses for its closeness to the Blamist. Alternatively, one Blamist action will do the job. The target group becomes permanently Liberal. If it was Conservative, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Local Police Departments



Gets +4 to any attempt to destroy a Criminal group.
This group's master gets +1 Power and +3 Resistance.
This group cannot be destroyed.

POWER **RESISTANCE**

Straight, Violent, Conservative

Loan Sharks

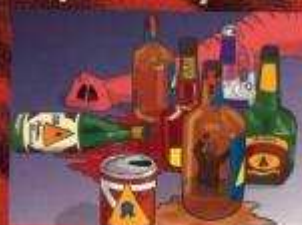


"It's Rethinkin'. When's my re-gon?"
The Loan Sharks get +1 Power for every other Criminal group in your Power Structure.

POWER **RESISTANCE**

Violent, Criminal

Liquor Companies



With its huge advertising budget, this group gets a +4 on any direct attempt to control a Media group.
This group may use its action, at any time a rival is entitled to draw a card, to prevent him from making that draw. Only a single card-draw may be blocked per action.

POWER **RESISTANCE**

Corporate

Libertarians



If the Libertarians are involved in an attack to take control of any group away from a Government group, double the total Power of the attack.
If the Libertarians ever take control of a Nation, or a Government card representing a U.S. State, their Power becomes equal to that of the Nation or State.

1 over 1 **RESISTANCE**

Fanatic

Logic Bomb



Pick one rival. You may look at all his hidden Play cards, and choose one to take for yourself.... but you must excuse that card.
Play this card at any time. It requires an action by one group with a Power of 6 or more.

Requires Action

Madison Avenue



"It's incredibly wrong to allow society to keep their money."
— Canada Bill Jones

Has +10 for direct control of any Media group, or gives +2 on any attempt to control or destroy any Media group.

3/3 **RESISTANCE 3**

Corporate Media

Mallorca



Der beliebteste Urlaubsort des deutschen Durchschnittsbürgers.
Kooperative Gruppen, die diesen Ort kontrollieren, erhalten jede Runde eine zusätzliche Aktion.

1 **WIDE 2**

Korporativ Kasse

Manta-Fahrer



Sie sind so schnell, daß sie allen glauben, was die Werbung sagt.
Wenn eine Aktion der Illusion oder der Abwertung von Malingruppen mit einer gewissen Macht von 6 oder mehr eingeleitet, erhalten die Manta-Fahrer eine befristete, zusätzliche Gerechtigkeit. Diese darf jedoch nicht gegenständig zu einer bereits vorhandenen Gerechtigkeit sein.

1 **WIDE 4**

Fanatisch

Personality

Manuel Noriega



Noriega's master can "borrow" any of his agreements, even to the extent of reversing its own alignments, though only for purposes of making or acting an attack.
Gives +6 to any attempt to control International Cocaine Smugglers.

POWER 1 **RESISTANCE 2**

Violent, Criminal, Government

March on Washington

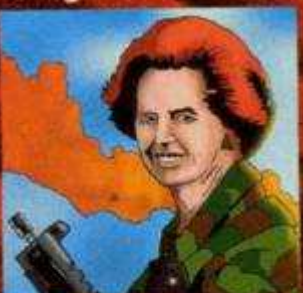


Play this card along with a Plot card that requires an action or actions. This card substitutes for any one action of a Power, or, if less, from any Alignment or Attribute, though not an Alignment action. However, you must discard the top undrawn Plot card from your deck.
You may March On Washington only once per turn.

Requires Discard

Personality

Margaret Thatcher

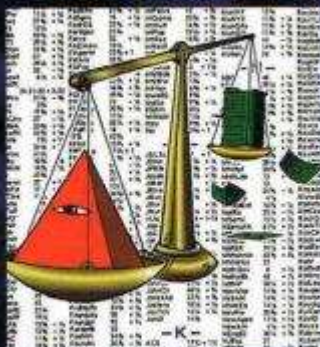


Gives +10 on any attempt to control England.

POWER 1 **RESISTANCE 6**

Straight, Conservative, Government

Market Manipulation



This card may be used at any time. Remove the Action tokens from any one Corporate group (if you choose) and any or all Bank groups. This does not count as an action.

Martial Law



Play this card at any time to give +10 Power or Resistance (your choice) to any Government group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn. It is good for defense only, and does not count toward Goals.

Martyrs



Play this card at any time to give +10 Power or Resistance (your choice) to any Peaceful group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn. It is good for defense only, and does not count toward Goals.

Mass Murder



A shocking new story dominates all media, and by the time it runs its course, the public has forgotten all about ... what WAS that issue, anyway?

Remove all Action tokens from any or all Media groups in play (your choice), and cancel any just-taken actions by Media groups.

Play this card at any time. It requires an action by your Illuminati, or by Media group(s) with a Power of 5.

Requires Media or Illuminati Action

Media Blitz



Use this card when you play, from your hand, a card which duplicates a Group that has already been destroyed. You must spend an action by a Media group. You may now play that Group card as though it had never been destroyed.

The original Group no longer counts as "destroyed" for the gods of whoever destroyed it. This card cannot help a Personality who was Assassinated.

Requires Media Action

Media Connections



The group of your choice becomes a Media group, if it was not already one, with Global Power equal to its regular Power. Link this card to the group.

This requires action(s) from Media group(s) with a total Power of 6 or more. It may be played at any time.

Requires Media Action

Personality

Media Sensation



Write in any name from today's headlines. Any number of Media Sensations may be in play, as long as the names are different and don't duplicate any major Personality card.

Developing a Media Sensation does not count toward any Goal. They come and go too fast.

POWER **RESISTANCE** **Media**

Mercenaries



This small, elite corps specializes in covert war work and things that go BOOM.

Can act once per turn giving +4 to any Attempt to Destroy, or +1 to any Attempt to Control.

ACTION

Messiah



Play this card at any time except during an attack. Link it to any Personality you control. That person is hailed as the Messiah by millions worldwide!

The new Messiah's Power and Resistance are both increased by 4, plus 2 more for every Church you control at any given time.

Only one Messiah can be in play at a time.

Meteor Strike



Disaster! This is an instant Attack to Destroy any Place. It does not require an action. Its Power is 16.

If the attack succeeds, the target is Destroyed. If the attack succeeds by more than 4, the target is completely destroyed!

Disaster!

MI-5



The British intelligence agencies have been failing things in plain sight since the first World War... at least.

At this group's action, you may negate one attempt to expose any or all of your Plot cards.

Or you may turn all your exposed Plot cards face-down again.

2/1 **RESISTANCE** **Straight Government**

NEW WORLD ORDER

Military-Industrial Complex



Government and corporate interests have become nearly identical. The Corporate alignment no longer exists for any purposes except Goals.

All Corporate groups are now considered Government for all purposes except Goals. Cards and special abilities which specifically affect or require Corporate groups are now useless.

This card replaces any Yellow NWO card in play.

Militia



Every time the Militia makes or aids a successful Attack to Destroy, its printed Power is increased by 1. Participation in a failed Attack to Destroy reduces its Power by 1, but never to less than 1. (Use one or more 6-sided dice on the Militia to keep track of their Power.)

POWER **RESISTANCE** 6

Violent, Conservative, Fanatic

Mob Influence



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Criminal group is increased to 6. Link this card to your chosen Criminal group.

No player may have more than one Mob Influence in play.

Requires Action

Mistaken Identity



Play this card after any type of Assassination. It becomes an automatic failure.

Through the kind of coincidence that seems to happen around the Illuminati, an innocent bystander meets a weird and messy death, while the target goes happily about his business.

Miraculous Manifestation



The face of "Bob" is seen on a turtle in Plano, Texas. A flock of endangered whooping cranes flies into the World Trade Center, and the broken windows spell out DOBBS. A Senator resigns, saying he "needs more slack." Truly, the world is ripe for the Word of "Bob!"

Play this card at any time. Each player must draw a Group and add it to the uncontrolled area.

In standard INWO, he must draw a Group, show it to you and add it to his own hand.

Miracle Diet Plan



Over 2,000,000 copies sold! Get yours today!

This card may be played at any time except during an attack, and counts as an action for a Media group.

Triple the Power of the next action of any one source group you now control.

And minimize the action taken by any real group (except an Illuminati), as the weird chemicals in your diet pills turn their minds to jelly.

Requires Media Action

Monopoly



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Corporate group is increased to 6. Link this card to your chosen Corporate group.

No player may have more than one Monopoly in play.

Requires Action

Place

Moonbase



Moonbase is not affected by any Disaster cards except Earthquake and Meteor. Moonbase gives a +4 on any attempt to control or destroy any Space group. If a Personality is linked to Moonbase, any Assassination attempt against that Personality is at -6. However, if Moonbase is destroyed, all Personalities there are killed.

POW3ER **RESI6NCE**

Space, Science, Computer

Moonies



They're harmless, they're annoying, and they're watching every aspect in the world right now. As their actions, the Moonies can interfere in any prolonged attack, regardless of alignments, making that attack no longer privileged.

2/2 **RESI4NCE**

Peaceful, Fanatic

Moral Minority



The power of the Moral Minority is increased by 1 for every other Straight group in your power structure.

POW2ER **RESI1NCE**

Conservative, Straight, Fanatic

Mothers' March



Play this card when any Attack to Destroy is successful. The attacker must try the roll again immediately, at a -4 penalty. His player may do anything else to change the strength of the re-rolled attack. Use of this card requires an action by any group with a Power of at least 3.

Requires Action

Multinational Oil Companies



In a game with more than two players, when this group makes or aids an attack, you may designate one rival who cannot interfere. You may wait until that person tries to interfere before you say NO, but you cannot then change your mind.

6/4 **RESI4NCE**

Corporate

Murphy's Law



Everything that can go wrong, will. Play this card immediately after any die roll by any player. This roll is immediately changed retroactively to a 12. This requires of Action taken currently on your turn to be a minimum of 15.

Requires All Illuminati Actions

Mutual Betrayal



Play this card at any time. This card requires an action by one group.

Pick one rival. You may look at all of his hidden Plot cards. After looking, you may expose any or all of them, as long as you also expose an equal number of your own Plots.

Requires Action

NATO



Gives +4 to any attempt to control any nation.
Can interfere in any attack made by or against a nation.
Its Power counts triple when giving Aid!

3/2 **RESISTANCE**

Violent

Nationalization



Play this card at any time. It requires action(s) by Government group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Corporate. If it is controlled by a rival, add bonuses for its closeness to the Illuminati. Alternatively, one Illuminati action will do the job.

The target group becomes permanently Government. If it was Corporate, that alignment is lost. Keep this card, with a link to the target.

Requires Action

NASA



Gives +4 to any attempt to control any Space group.

NASA can give its Action token to any other Government group you control, as long as that group currently has no token. It may do this at any time except during an attack.

PO2ER **RESISTANCE**

Government Space

My Karma Ran Over Your Dogma



"Why should we take them over? They're no fun!"

The target Illuminati cannot take over Straight groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap! *Requires Illuminati Action*

Nephews of God



Want a flower, man? It's free. How about a perfume? Can you spare a dollar? I know a nice dog, man!

The leaders of this group hide obvious cleverness behind a mask of slack-jawed imbecility. Each turn, roll 2 dice before you draw any cards. If you roll a 5 or less, you may draw one extra card from either of your decks.

PO1ER **RESISTANCE**

Conservative Fanatic

Necronomicon



"Coopy plot book. I thought it was just a thing, but it's real... (NOT) it touched me!"

Link this card to a Violent or Magic group. That group's Power is doubled... but if it ever rolls an 11 or 12 on any action, it is destroyed. The Necronomicon is not destroyed, just unlinked... The destroyed group counts toward your victory conditions only if you are the Servants of Cthulhu!

Unique Magic Artifact

Never Surrender



Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a man's hand.

The Resistance for one Fanatic group is increased to T2. Link this card to your chosen Fanatic group.

Nevermore!



Play this card immediately after any Plot. Link this card to the rest of the game, no duplicate of that Plot may be played. Place this card with the NWOTs, with the Nevermore Plot removed from the discard pile and placed under it. If a Plot is not discarded when played, it may still be Nevermored, while its name on a sticky note and put it on or beside this card.

If not canceled when first played, Nevermore cannot be removed, and any player can then Nevermore any Plot immediately after it is played. Playing this card, or Nevermoreing another Plot after this card is already down, requires an Illuminati action or two Plot discards from your hand or deck.

Requires Illuminati Action or Discards

Personality

Newt Gingrich



As long as Newt is part of any Power Structure, the "New World Order" is in effect; any attack anyone makes to destroy any Liberal group gets a +5 bonus. Newt's direct attacks to destroy Liberal groups get an extra +5.

PO3ER
Conservative,
Government

RESIS6NCE
Space,
Science

Place

New York



No matter what your team, somebody in the Big Apple does it better. The Power of each of your other Criminal groups is increased by 1.

PO7ER
Violent, Criminal,
Government

RESIS8NCE
Coastal

New Federal Budget



Place an Action token on any one Government group, or on two or more Government groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

New Blood



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Violent group is increased to 6. Link this card to your chosen Violent group.

No player may have more than one New Blood in play.

Requires Action

Nice Idea. It's Mine Now.



This card may be used on any mat who has an exposed Goal card. It may be used only on your turn, and requires an action from your Illuminati group.

Take his Goal card and put it in front of you, exposed. It's yours now.

Requires Illuminati Action

Ninjas



Give a +1 on any Assassination attempt, and a +2 on any non-Instant Attack to Destroy.

Any attempt to destroy the ninjas is at a -10 penalty, and any failed attempt to control or destroy them gives them an Action token.

POWER **RESISTANCE**

Violent Magic

No Beer!



What's out of WHOT?

Disrupt! This is an instant Attack to Destroy any Place. It does not require an action. Its Power is 16 normally. Against Australia, Germany or Town, its Power is 24. Against France and Italy its Power is only 8. By spending their action, the Laptop Companies can either halve this attack's Power or double it.

If the attack succeeds, the target is Debilitated. This attack cannot actually destroy its target.

Disrupt!

Nobel Peace Prize



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Peaceful group is increased to 6. Link this card to your chosen Peaceful group.

No player may have more than one Nobel Peace Prize in play.

Requires Action

N.S.A.



No Such Agency! It doesn't exist. Just ask them.

Once per turn, on your turn, you can look at the three cards on the top or the bottom (your choice) of any player's Plot deck at the moment you ask. This does not count as an action.

You may do the same thing, at any time, by using the NSA's action.

5/2 **RESISTANCE**

Government Secret, Computer

Nuclear Accident



Disaster! This is an instant Attack to Destroy any Place. It does not require an action. Its Power is 14 against a Huge Place, 18 against any other Place.

If the attack succeeds, the target is devastated. If the die roll succeeds by more than 4, the target is completely destroyed!

The Nuclear Power Companies lose their action token when this card is played on any Place.

Disaster!

Offshore Banks



This group is immune to any Attack to Destroy by Government, Corporate or Criminal groups.

The Offshore banks are used to reorganizing phony corporations... often twice a day. You may move any group you control to any other legal position in your Power Structure once per turn, on your turn, as a free action.

2/2 **RESIST 2**

Criminal **Bank**

Nutrition Nazis



Don't put that in your mouth. You don't know where it's been, but we do...

If the Nutrition Nazis are involved in an attack, any Science group may aid their side, regardless of alignments.

Or this card may be played from its owner's hand like a Plot card to give the Science attribute to any group. Link the group to this card, and treat this card as a Plot for all purposes. (This may only happen once per game, and is not allowed if the Nutrition Nazis are already in play as a group.)

POWER 1 **RESISTANCE 4**

Straight **Science**

OPEC



As oil prices vary, OPEC's power also varies. When the card is first controlled, and again each time your turn begins, roll 2 dice, subtracting 2 from the total, to set its power for that turn. (That is the Power of its Action token, even if you use it later.) If you also control either Texas or the Multinational Oil Companies, OPEC gets +1 power for each.

POWER 0 **RESISTANCE 4**

Conservative

Opportunity Knocks



They thought they were safe. They were wrong.

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it.

You may make a single attack, out of turn, to control or destroy that group - at a +5 bonus! You may use whatever Action tokens and Plot cards you have at the moment, and other players may aid you if they choose.

After the attack is resolved, your rival resumes his turn.

Paranoids



The Paranoids give your whole Power Structure a +2 to defend against any attack or Assassination (but not against Disasters). They're the only ones, except for the Secret Masters themselves, who really understand what is going on...

However, this group gets no Action tokens and can do nothing, unless something gives it Power. And it cannot be destroyed unless it has Power.

POWER 0 **RESISTANCE 6**

Pale People in Black



Oh, she disgusts! Oh, she angers!

If the Pale People participate in an attack to control, their target becomes infected with boredom, depression and disgust, and all effects of opposed alignment may be ignored.

This group cannot be destroyed; for every Pale Person in Black who becomes an insurance salesman, another one graduates from high school.

10/1 **RESISTANCE**

Weird

Pave the Earth!



"I wanted to go to the environmental rally, but there was no place to park."

Environmental groups are torn by infighting. No Green group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Green action, that action is canceled.

This card requires an Material or Green action.

Attribute **Freeze!** **Requires Material or Green Action**

Payoff



Play this card immediately when a rival plays a duplicate card for any Group you control.

You have bought the loyalty of the dissident faction that your rival was courting. He must discard his duplicate Group card.

Orbital Mind Control Lasers



By using the Laser action, you may add, remove, or reverse an alignment of any group in play. You may do this at any time except during a privileged attack. The change lasts only for the rest of the current player's turn.

Unique Gadget **ACTION**

Orbit One



Each Space group directly controlled by Orbit One lets you draw one extra Plot card per turn.

Orbit One is not affected by any Disaster cards except Nuclear Accident and Winters.

POWER **RESISTANCE**

Space, Science, Computer

Oil Spill



Disaster! This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 14 against a Huge Place, 18 against any other. If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 6, the target is destroyed. You may place an extra Action token on every Green Group in play immediately after this attack succeeds. No player may do this more than once per game.

Alternatively, this card may be played to add +10 to any attack against OPEC or the Multinational Oil Companies.

Disaster!

Personality

Ollie North



May +8 for direct control of any Conservative Media group.

POWER **RESISTANCE**

Conservative
Criminal

Nuclear Power Companies



They're sweeping reality in these reactors. It's undeniable, I tell you . . .
As its action, this group can cancel the action of any other group, even an Humani group.

POWER **RESISTANCE**

Conservative,
Corporate

Science

NUCLEAR CAPABILITY



"We've had Top Men working around the clock . . ."
This card may be played at any time, and counts as the action for the group it affects. The Increased Power takes affect immediately.
The Power for one Nation group is increased to 6. Link this card to your chosen Nation.
No player may have more than one Nuclear Capability in play.

NEW WORLD ORDER

Peace in Our Time



Increase the Power of all Peaceful groups by 1, or by 3 against an attempt to destroy. The Resistance of all Peaceful groups is increased by 3 while they are part of a Power Structure.
Reduce the Power of all Violent or Criminal groups by 1.
This card replaces any Red NWO card in play.

Place

Pentagon

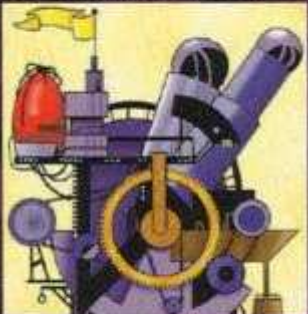


Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

POWER **RESISTANCE**

Straight, Violent,
Government

Perpetual Motion Machine



It works, it really works. And 27 scientists have gone mad, trying to build another one.
The group linked to this device gets one extra Action token at the beginning of each turn.

Unique Artifact Gadget

Phone Company



The Phone Company is capable of highly sophisticated traffic analysis on all calls, and can access any computer connected to the Net. During your turn, you may draw any two hidden Plot cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Phone Company may use its action to draw any two hidden Plot cards randomly from the hand of a rival and expose them!

5/3 **RESISTANCE**

Corporate Science Computer

Poison



Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action, its Power is 8.

A single Criminal or Magic group may use its action for this attack, and add its own Power. This card is only Magic if used by a Magic group.

Assassination!

Pledge Drive



Place an Action token on any one Liberal group, or on two or more Liberal groups whose current Power adds up to 5 or less. This card may not be used on a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Plague of Demons



Disaster! This is an Instant Attack to Destroy any Face except a Huge one. You must spend an action from a Magic group. The Power of the attack is 10, plus the Power of the group surviving the demons. If the attack succeeds, the target is **Devastated**. If the attack succeeds by more than 5, the target is completely destroyed!

Alternatively, spend this card for +10 to destroy any Magic group.

Disaster! May Require Magic Action

Phone Phreaks



Every action you attempt to destroy any Computer group.

By using this group's action, you may show any group belonging to any player - except groups of most Illuminati groups - in any other control arena in their same Power Structure, at any time except during an attack.

10/1 **RESISTANCE**

Liberal, Criminal Science Computer

NEW WORLD ORDER Political Correctness



Good thoughts are now required.

Increase the Power of all Liberal groups by 3.

All Conservative groups with a Power of 0 or 1 become Criminal as well.

This card replaces any Red NWO card in play.

Pollsters



"We'll tell you what you think!"

If the Pollsters are involved in an attack, you may ignore any bonuses or penalties for the alignment of the attacker and defender, if they work against you. Of course, those bonuses or penalties which help you will still count.

2/2 RESISTANCE

Media

GOAL Population Reduction



"Too many people making too many problems, and not enough time to go 'round..."

— Genich

Destruction of up to three Huge Places counts as two groups each toward your Basic Goal (or as two destroyed groups each for Challenging, but you may not count any other destroyed groups toward that goal. (And remember, no matter what, you can only count these cards double toward your Basic Goal.)

However, if you can destroy five Huge Places without recourse to World War II, you may claim victory on that basis alone!

Post Office



Of course they read the mail. During your turn, you may draw any two Group cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Post Office may use its action to draw any two Group cards randomly from the hand of a rival and show them to all players!

4/3 RESISTANCE

Government Computer

Power Satellite



May be linked to any Space Place or to any station to increase that station's Power by 2 and to give a +2 bonus to all defenses (including against Challenging). Only one Power Satellite may be linked to any one Place.

Gadget

Power Grab



Play this card on your turn, immediately after your automatic takeover. You may make another automatic takeover of any Group or Resource. Your turn ends immediately, you get new Action tokens, but you may do nothing else.

Ends Turn

GOAL Power for Its Own Sake



Control groups with a total Power of 50, including your Illuminati group.

Power Corrupts



Play this card at any time. It requires action(s) by Criminal group(s) with a total Power equal to the Resistance of the target group. If it is controlled by a civil, add bonuses for its closeness to the Hamanai. Alternatively, one Hamanai action will do the job. The target group becomes permanently Criminal. Keep this card, with a link to the target.

Requires Action

GOAL Power to the People



Destroy Conservative groups, and control Liberal groups, in any of the following combinations:
 Destroy 2 Conservative, control 6 Liberal
 Destroy 3 Conservative, control 5 Liberal
 Destroy 4 Conservative, control 4 Liberal
 Destroy 5 Conservative, control 3 Liberal
 Destroy 6 Conservative, control 2 Liberal
 This Goal cannot be combined with other Goals in any way.

Personality

Prince Charles



Prince Charles, and his master, and his puppets, are all immune to Privileged attacks. Also, any group, regardless of alignment, can aid the Prince if he is attacked.
 However, all Media groups have doubled Power for any attack against Prince Charles.

POWER 2 **RESISTANCE 5**
 Conservative Green

Personality

Princess Di



All your other Liberal groups get +1 Power. Princess Di, and her puppets, are immune to attack by your rival Peaceful or Liberal groups... except for Media.

POWER 2 **RESISTANCE 5**
 Straight, Peaceful, Liberal

Principia Discordia



The original manuscript.
 Each Weird group in your Power Structure increases its Resistance by 1 for every Weird group you control. So, if there are a total of 3 Weird groups in your Power Structure, each one gets +3 to its Resistance.

Unique Artifact

Psychiatrists



"Show me a sane man, and I will cure him for you."
 — Carl Jung

Gives +6 to any attack to Destroy a Personality. This bonus does not apply to a privileged attack, no matter who made it privileged.
 By using its action, this group may force a rival to discard any one exposed Plot except a Goal.

2/12 **RESISTANCE 6**
 Weird

Professional Sports



Gives +4 on any attempt to control any Straight group.
Link this card to any one Personality you control, to give them a 3 Power as a worldwide sports commentator...

2 POWER **4** RESISTANCE

Violent, Fanatic

Privileged Attack



Play this card when you make any attack. That attack is now Privileged: no one except you and the target player (if any) can aid either side. Your Illuminati, or a Secret group, must participate in the attack or spend an Action token.

May Require Action

Privatization



Play this card at any time. It requires action(s) by Corporate group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Government. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.
Alternatively, new Illuminati action will do the job. The target group becomes permanently Corporate. If it was Government, that alignment is lost (and if it was a Dictatorship, it is no longer). Keep this card, with a link to the target.

Requires Action

Pulitzer Prize



Play this card at any time to give +10 Power or Resistance (your choice) to any Media group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Punk Rockers



If this group uses its Power in an attack (or either side), no World or Liberal groups may aid the target in any way. (The attacker or defender may still be World or Liberal; this is not affected.)

1 POWER **4** RESISTANCE

Weird Media

Purge



This card may be played at any time during your turn, as an action for the group that uses it. It can be used in two ways.
Used by your Illuminati, it destroys all Agent cards currently in play which duplicate your own Illuminati group.
Used by another group, it reduces the group's Power and Global Power by 1, but makes it permanently immune to duplicate Group cards played by rivals. Link this card to the group.

Requires Action

Pyramid Marketing Schemes



"Tell your people to buy, buy, buy!"
This group gets +1 Power and +2 Resistance for each Fanatic group in your Power Structure.

PO1ER **RESI2**

Straight

Rain of Frogs



Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 10 against a Place of any size, plus 4 for each Frog God the target player has in play.
If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 8, the target is completely destroyed!

Disaster!

Red Cross



The Red Cross gives your entire Power Structure a +6 to resist any Disaster. The groups that directly control the Red Cross automatically get Relief at the end of the turn. It is Devastated.
As its action, the Red Cross can also bring Relief to one Devastated Place.
The Red Cross has such a good reputation that any attempt to destroy it suffers a -15 penalty.

PO2ER **RESI4NCE**

Peaceful

Red Scare



Place an Action token on any one Conservative group, or on two or more Conservative groups whose current Power adds up to 3 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.
This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Reach Out . . .



Remove all Action tokens from the Groups (but not the Resources) of any one of your rivals. You must also remove any remaining Action tokens from your own groups.
You may play this card only at the end of your turn. It requires an action by your Illuminati.

Requires Illuminati Action

Read My Lips



A public figure appears on national TV and calls his wife out of everything!
Play this card after a successful Attack to Control or Destroy any of your Personalities, except for an Assassination. The attack becomes a failure.

Reformed Church of Satan

BINGO EVERY FRIDAY!



The very existence of this church infuriates Straight. While you control it, no Straight group can attack or help attack any part of your power structure except this group. They can attack only to destroy, not to control. . . . and it has a +8 against any attack by Straight.

POW 2 **RES 4**

Weird, Fanatic Magic, Church

Registered Trademark



If this came to our attention that you are not using our name properly. . . .

Play this card at any time, linking it to any Group in play. This link cannot be moved or removed. All players must now refer to that Group by its full name, exactly as printed on its card, whenever they mention it (either in game play or table talk). Circumlocution, pronouns, references to "that card," pointing, etc., are not acceptable. A player who fails to refer to the card properly must discard one Plot from his deck or from his hand, as soon as the error is pointed out.

If the owner of the Group relies to it incorrectly, and a rival points it out before the owner does, the owner must give that rival his top undrawn Plot.

Recording Industry



Increase the Power of all your Media Personalities by 2, and all your other Personalities by 1.

POW 2 **RES 1**

Corporate Media

Resistance is Useless!



For the rest of the current turn, the target group's Resistance is 0. The target also gets no Resistance bonus from its master's alignments or special abilities. Not promising to its ruling Illuminati will give the normal +3 or +10.

This card must be played by a Media group, and counts as that group's action.

Requires Media Action

Republicans



"If the Republicans will stop telling lies about the Democrats, we will stop telling the truth about them."
— Adolf Stevenson

The Republicans have an extra +3 for direct control of any Government group that is not a Nation.

5/4 **RES 4**

Conservative

Reload!



Place an Action token on any one Violent group, or on two or more Violent groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Religious Reich



This group can interfere in any privileged attack made by, or with the help of, any Straight or Conservative group. If it does so, that attack is no longer privileged.

3/1 **RESISTANCE**

Straight, Conservative Church

Revolution!



The revolution is in the air! They have outside support! They have (photocopies)!

Play this card with any attack, either to destroy or control, against a Nation. It gives a +10 bonus to the attack, or a +20 bonus against a Government. Playing this card requires an action by a group other than those actually attacking the Nation.

Requires Action

Rewriting History



Any one alignment of any destroyed group may be retroactively added, removed, or reversed. This can affect any Goal which involves destroying a certain number of groups of some alignment!

Play this card at any time. It requires an action by your Illuminati, or actions by Media groups with a total Power of at least 8.

Requires Media or Illuminati Action

Rifkinites



Fatally anti-technology, this group has +6 for direct control of any Green group. It gives +2 to any attempt to destroy any Corporate, Science, Space, or Computer group. It gives a +2 bonus for each of these things, so a target that is Corporate, Space, and Computer will be attacked at +6.

POWER **RESISTANCE**

Fanatic Green

Robot Sea Monsters



Gives +4 to any attempt to destroy any Corporate or Government group, or any Control Place, including with a Disaster... except in Space.

Has +10 to any direct attempt to destroy Japan or California.

10/1 **RESISTANCE**

Violent Secret, Science, Computer

Rogue Boomer



The commander of a nuclear missile sub is on your payroll...

Gives +5 to any attempt to control any Nation through intimidation. Or can be used once to give a +10 to any attempt to destroy any Place - or to act any Disaster - but must then be discarded.

Personality

Ronald Reagan

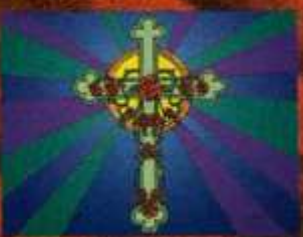


His tuition costing completely immunizes him from any attack by (or aided by) the Media. And if he attacks, or helps in an attack, no Media group may join on the other side after he becomes involved.

PO2ER **RESI1NCE**

Straight, Conservative Media

Rosicrucians



The four Rosicrucians do not obstruct, and their powers are mutually indelible.

When you are entitled to draw a Plot card, you have 30 seconds to look through your deck and pick the card you want. This is an action for the Rosicrucians; you must shuffle the deck afterward.

10/VE1 **RESI4NCE**

Secret, Magic

Personality

Ross Perot

WHY I'M RICH AND YOU'RE NOT.



Any group controlled by Perot immediately becomes Straight and Conservative, losing any Wild or Liberal alignments it had. This is a "permanent" change, but the alignments will revert to normal if the group gets another leader.

PO2ER **RESI6NCE**

Straight, Conservative

Saturday Morning Cartoons



Chaos v2.4: any attempt to control any Violent group.

The Cartoons also have the power to make (or groups) violent. (You know, didn't you?) Any puppet of the Cartoons becomes Violent. This is a "permanent" change, but the alignments will revert to normal if the group gets another leader.

10/VE1 **RESI4NCE**

Violent Media

Personality

Saddam Hussein



By making a few speeches, Saddam can threaten any government, totally obstructing them from what they were doing. Thus, by using his action, Saddam can cancel the action of any Government group.

PO2ER **RESI4NCE**

Violent, Government

Sabotage



Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand. He cannot make an automatic takeover that turn.

Playing this card requires action(s) from either your Eliminator, or group(s) with total Power of 6 or more — at least one of which shares an alignment with the Group that your rival is trying to control.

Requires Action

Place

Russia



Russia has a +4 for direct control of any Communist group, and gives a -2 for any attempt to commit or destroy a Communist group. However, any Communist group gets a +4 for direct removal of Russia!

PO4ER **RES5NCE**

Violent, Government Huge, Coastal Nation

Save the Whales



Play this card at any time to give +10 Power or Resistance (your choice) to any Green group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Gw's.

Savings & Loan Scam



Play this card at any time. Using this card, it is an action for one group.

Choose this card and draw three blue cards from your deck.

Requires Action

Savings and Loans



Gives +8 to any attempt to control any Corporate or Government group or Bank.

The Gw's have the power to make money vanish. By spending their action, they can cancel the action of any Bank, Corporate or Government group.

PO2ER **RES3NCE**

Straight, Criminal Bank

Scandal



You may play this card at any time except during an attack. It requires an action by a Media group with Power of 2 or more.

Choose a rival, and remove all Action tokens from his Group of any one alignment. The alignment must be chosen by the Media group that uses the card.

Requires Media Action

School Prayer



On the count of three, we'll all forget everything else we were doing and run around shouting, 'Ready? One, two...'.

Any Church, Liberal or Conservative group, no matter who owns it, may use its Action tokens until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Church action, that action is canceled.

This card requires an Illuminati, Church, Liberal or Conservative action. Almost anybody can start the fun...

Attribute **Requires Illuminati, Church, Liberal or Conservative Action**

Science Alarmists



The hole in the ozone is enhancing the greenhouse effect; our rats died; our experiments don't look so good either; and another species becomes extinct every 15 seconds!

Don't worry about the details. You're not a scientist; you wouldn't understand them. Just take their word for it and pass it on.

If you control the Science Alarmists, no rival may make an automatic takeover of any Science or Green group without your permission.

POWER 1 **RESISTANCE 4**

Green, Science

Science Fiction Fans



Gives +2 to any attempt to control or destroy any Computer group. Gives its master +6 to any such attempt.

Gives +2 to any attempt to control any Weird group.

POWER 1 **RESISTANCE 5**

Weird

Screaming Meme



Link this card to any Organization except an Illuminati. The Resource cannot be stolen or rejected elsewhere. An Organization with a Screaming Meme cannot be destroyed by any means.

This Resource is not unique, but only one can exist at a time. If a new Screaming Meme is brought into play, the old one is instantly brought into discard.

POWER 2 **RESISTANCE 5**

Liberal

Secular Humanists



While you control this group, all Straight or Conservative groups will be so distracted that any attacks they make against your other groups will be at -3 Power.

POWER 2 **RESISTANCE 5**

Liberal

Secrets Man Was Not Meant to Know



This card may be played immediately after any other Not-card is played, for any purpose. This card has no effect. Both cards are discarded.

To use this card, you must either spend all Action points on your turntable (minimum of 10), or discard your top ten random Not-cards without looking at them.

Requires Discards or All Illuminati Actions

POWER 2 **RESISTANCE 3**

Violent, Government

Secret Service



"The guards wrestle the assassin to the ground, just a second too late..."

Gives +10 to any attempt to destroy any Government Personality, including by Assassination. Has the normal -4 for a direct attack to destroy Government groups other than Personalities.

POWER 2 **RESISTANCE 3**

Violent, Government

Secret Master



Everything in the world is controlled by a small evil group (to which, unfortunately, *you* and *we* know belong).

Link this card to one Personality who is directly controlled by your Illuminati. That person is now a member of the Illuminati. He cannot be captured at all, or destroyed except by Assassination or by the direct attack of another Illuminati. And he has an extra +10 against an Assassination. However, he loses all alignments and attributes.

Slush Fund



Play this card at any time to give +10 Power or Resistance (your choice) to any Conservative group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn; it is good for defense only, and does not count toward Goals.

S.M.O.F.



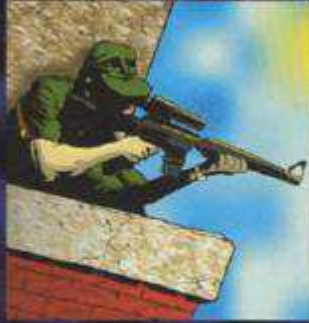
Gives +2 to any attempt to control any Weird group. Has an extra +4 for direct control of SF fans, Trekkers, Wargames, Comic Books or Trading Card Games!

Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

POWER **RESISTANCE**

Weird

Sniper



Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Government group may use its action for this attack, and add its own Power.

Assassination!

Society for Creative Anarchism



Gives +4 to any attempt to destroy any Straight group.

By using this group's action, you may force a rival to discard the top card from his Group deck.

POWER **RESISTANCE**

Violent, Weird

South American Nazis



Has a +6 for direct control of any Weird Science group, and gives +3 Power to any Weird Science group it controls!

4/1 **RESISTANCE**

Conservative, Violent

Soulburner



Whenever a rival captures one of your groups, you may immediately draw a Plot card from his deck, or expose all his hidden Plots. If a rival destroys one of your groups, you may take two Plot cards from his deck, or expose all his hidden Plots and force him to discard a Plot of your choice.

Unique Magic Gadget

Sorry, Wrong Number



Groups in the target Power Structure get no defensive bonus for being close to the Illuminati. An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a provoked attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time will remove all Zaps from any one player.

Zap! **Requires Illuminati Action**

NEW WORLD ORDER

Solidarity



"We must all hang together, or assuredly we shall all hang separately."

- Benjamin Franklin, at the signing of the Declaration of Independence

Double the Resistance of all groups. This card replaces any first NWO card in play.

Sozialdemokraten



«4 auf die direkte Kontrolle regierungstreuer Gruppen, die nicht gleichzeitig Nationalist sind»

6/5 **4**

Liberal

Spasm of Violence



If playing this card, you may combine two Assassinations on the same target. You must play both of the Assassination cards, as well. Pick one of the Assassinations to be the "over" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other Assassination.

Spear of Longinus



This artifact, both sacred and cursed, can be used as often as you wish. It can give +1 to any Attack to Destroy (by any player), or to any Cluster.

Any attack used by the Spear is considered Magic, and magical defenses may help against it.

Unique Magic Artifact

Spontaneous Combustion



Assassination!

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10, or 15 if the target is Magic. A single Magic group may use its action for this attack, and add its own Power.

Stock Split



Play this card at any time to give +10 Power or Resistance (your choice) to any Corporate group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Stealing the Plans



Play this card immediately after someone else discards a Plot card, whether or not they actually used it.

Take the Plot card just discarded, and add it to your own hand. This costs an action from a group with Power of 3 or more.

Requires Action

State Lotteries



It's a lot on destiny, and the money rolls in.

Pay your money and take your chances. By spending this group's action, you may return all your Groups or Plots to the appropriate deck, suitable, and draw one for each that you returned. You may do this at any time.

PO2 **RES1**

Government

Spy Satellite



It can read your mail from orbit. Right through the envelope.

Spend its action at any time to pick three Groups randomly from any one's hand, show them to all players if you wish, and return them. Or just expose one random Plot from his hand instead.

Gadget **ACTION**

Stonehenge



If Stonehenge is in your Power Structure, you are immune to all Magic groups, Magic Plots or Magic Resonance.

3/3 **RES4**

Magic

Straighten Up



Play this card at any time. It requires action(s) by straight group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Veiled. If it is controlled by a rival, and because of its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Straight. If it was Veiled, that alignment is lost. Keep this card with a 0/A to the target.

Requires Action

Strange Bedfellows



Play this card at any time. Pick one group that you control, and reverse any or all of its alignments. This effect lasts for only one action. It may also be used during the Action token placement phase; if so, its effect lasts only during that phase.

Alignments changed by this card do not count toward any Goal.

Subliminals



Their secret mind-altering messages are hidden everywhere. The number of Media groups you control is added to the Power and Global Power of the Subliminals.

2/2 RES **4** SECRET

Supreme Court



By using its action, the Supreme Court can cancel one action of any other Government group. (Yes, this includes Government groups outside the U.S. Don't ask. You don't want to know.)

3/3 RES **6** PEACEFUL GOVERNMENT

SUMMIT



No Nation group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Nation action, that action is canceled. This card requires an Illuminati or Nation action.

Suicide Squad



Can be used to destroy any Resource belonging to a rival. May be used at any time except during a privileged attack. Roll one die:

- 1: Target is destroyed. Suicide Squad survives and may be used again.
- 2-5: Target and Suicide Squad are both destroyed.
- 6: Suicide Squad fails and is destroyed. Target survives.

Discard any card that is destroyed.

Sucked Dry and Cast Aside!



Multiply the Power of one of your groups, except the Illuminati, by 4... for one action only. It is then considered destroyed, but does not count toward any Goal.

Survivalists



This group gives your whole power structure a +1 to resist any *Insider*. The master of the Survivalists, and any *Insider* it has, automatically get *Relief* the turn after any *Constitution*. This is a Free move.

POWER RESISTANCE

Conservative, Violent, Fanatic

Sweeping Reforms



Discard all New World Order cards now in play. This requires the action(s) of *Media* groups with a combined Power of at least 6. These groups may belong to more than one player! This card may be played at any time.

Requires Media Action

Swingers



Smaller party is better... They've got friends everywhere. Lots of friends. The Power of the Swingers is increased by 1 for every Liberal group in your Power Structure.

POWER RESISTANCE

Weird, Liberal

Swiss Bank Account



Play this card at any time to give +10 Power to your Illuminati for a single direct attack. This cannot be used for Global Powers.

Switzerland



The *Gnomes of Zurich* have a +15 for direct control of Switzerland, and can never destroy it. Any other Illuminati that controls Switzerland gets a +2 to any attempt to attack the *Gnomes* for any purpose!

POWER RESISTANCE

Conservative, Government Nation

Tabloids



Psychics reveal Jack's Diet Plan from Heaven!

The Tabloids can attack any **Secret** group – and if they do, its **Secret** status is lost for that attack, and any other groups can help attack or defend, regardless of alignment.

Give +1 for any attempt to control Convenience Stores.

2/2 **RESISTANCE** **3**

Weird Media

Talisman of Ahrimanes



This card may be played only after any type of Assassination. It becomes an automatic failure.

Then link this card permanently to the card it protected. That Personality now has an extra +2 against any further attack to destroy ... or +10 against any further Assassination. If the Personality is killed anyway, the Talisman is lost.

No more than one Talisman of Ahrimanes can be in play at one time.

Talkmaster



Ich bin ein sehr guter Koch. Und passen und aufpassen kann ich auch ...

Aufgrund seiner Toleranz und seiner offenen Art ist er der beste Talkmaster.

+6 auf die direkte Kontrolle seiner beidseitigen Persönlichkeiten.

MAINTENANCE **1** **WIDE** **2**

Liberal Medien

Tape Runs Out



When the tape runs out, I'll make 'em wait! They'll never clean my cage! Now give me some more of ...

(Tape runs out.)

Could try. Too bad something went wrong.

This card may be played immediately after any other Plot is played, for any purpose. That card is canceled. Both cards are discarded.

Use of this card requires either an action from your Illuminati, or three other Plot discards.

Requires Illuminati Action or Discards

Tax Breaks



Place an Action token on any one Corporate group, or on two or more Corporate groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

NEW WORLD ORDER

Tax Reform



In governments, "tax increases." No government ever took its hand out of your pocket unless it had had of your wallet.

The NS can now tax one Plot card from each player, at the beginning of its own turn, taking the top card from their decks.

The NS gets a +10 for all defenses while this card is in effect.

This card replaces any Red NWO card in play.

Personality

Teddy Kennedy



Teddy's liberal puppets can be destroyed, but only with difficulty - they defend at an extra +5 - and they can never be taken away from him. Any liberal group he controls is immune to Attacks to Control.

PO4ER **RESI4NCE**

Liberal, Government

Personality

Tennis-Star



+4 auf die gesamte Machtkurve der Vermittlung gegen beliebige Angriffe an diesen Moderatoren (einschließlich 0).

+10, die Vermittlung gegen beliebige Angriffe, die von Moderatoren ausgeht werden.

MA1HT **WIDE4**

Bürgerlich, Liberal

Personality

Templars



No, they weren't wiped out in 1312. They've been growing in power, and wealth, and strange knowledge.

By using this group's action, you may force any rival to discard one exposed Plot card if your choice.

PO3ER **RESI6NCE**

Conservative Secret, Magic

Personality

Telephone Psychics



"Get 1-into-20Cards right now and talk to your Psychic Buddy!"

+6 for direct control of either Ronald or Nancy Reagan, for the Templars, or for any other group with a Power of 1 or 2.

PO2ER **RESI4NCE**

Peaceful, Criminal

Personality

Teflon Coating



Play this card when a Personality is attacked and enemy Moderators are involved. All Moderators attacks announced so far are cancelled, and no other Moderators may add the attackers.

Personality

Terrorist Nuke



Play this card at any time to give +10 Power or Resistance (your choice) to any Violent group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Place

Texas



You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're counting on that.

You may place one Plot card (except a Goal) under Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

Power 6 **Resil 6**

Violent, Conservative Government

Huge, Coastal

The Auditor from Hell



This card may be played at any time. Choose one rival as your target. You may look at all his hidden Plot cards, and either steal one of them, or expose them all.

This card may only be used by the Network or a Computer group, or by a Bank group. It counts as an action for that group.

Requires Network, Computer or Bank Action

The Big Prawn



But M200 is a shocking the tourists! Don't ask.

The Big Prawn is the ultimate tourist attraction. It doubles the Power of the Coastal Place it is linked to. It cannot be stolen or moved in any way once linked. You may also permanently add, subtract or remove any one alignment of the Place at the moment the Big Prawn is linked.

If the Big Prawn is destroyed, it cannot be rebuilt. The local economy will collapse, and the host Place is Destroyed. If the host Place is destroyed or destroyed, the Big Prawn is Destroyed.

Unique Gadget

The First Thing We Do, Let's Kill All The Lawyers



Gives a +20 to any Attack to Destroy the Lawyers.

The player using this card must say solemnly, "Of course, many lawyers are very nice people, and they are vital to the protection of our freedoms." Try to keep a straight face.

GOAL The Corporate Masters



Any Corporate group with a Power of 4 or more counts double toward your total number of groups controlled.

The Bronze Head



Its first recorded owner was Roger Bacon. He said it foretold the future. It does that and much more.

If you play a Group card from your own hand, and fail in your attempt to take it over, the card is not discarded. Return it to your hand.

Unique Magic Artifact

The Big Sellout



Play this card during your own turn, just after you place Action tokens. You may pick up to ten Groups and/or Resources from your hand and discard them. You may also discard the top card(s) from your Groups deck, as long as the total is ten or less. For each Group you discard, you may place one extra Action token on one of your own Groups. No Group may get more than one extra Action token from this card.

Requires: Discard

The Frog God



The gods are both lightning and life, and we are known only by the lightning that keeps them grounded. You may interfere with a privileged attack, or other rule. No other players may interfere unless they use other special cards. Interference is an action for each group that attacks, and use of this card is an action for the Frog God.

Magic Artifact **ACTION**

Place

The Great Pyramid



The keepers of the Pyramid have a limited power to foresee the future. Your notes must always show you the first Plot card they draw on each turn. You may not make notes about what they show you! The Pyramid is immune to Tornados and Hurricanes.

2/2 **RESIST 4** *Magic*

The Green Party



Save the rain forest! Collect the whole set! Gives +4 for control of Green groups. All your other Green groups get +1 Power.

4/2 **RESIST 5** *Liberal* *Green*

GOAL The Hand of Madness



Destroy Peaceful groups, and control Violent groups, in any of the following combinations:
 Destroy 2 Peaceful, control 6 Violent
 Destroy 3 Peaceful, control 5 Violent
 Destroy 4 Peaceful, control 4 Violent
 Destroy 5 Peaceful, control 3 Violent
 Destroy 6 Peaceful, control 1 Violent
 This Goal cannot be combined with other Goals in any way.

The Library at Alexandria



Here, they burned down the building, but the books were already checked out. It's the greatest storehouse of knowledge ever known, and it's been guarded and guarded in deepest secrecy for more than a thousand years. Gives +3 to one attempt to control any Science, Magic or Computer groups.

Unique

The Irish Flu



Put this card on top of any Personality in play. The victim loses its Action token and cannot get another one this turn. Killing the victim gets rid of the flu. Otherwise, at the beginning of the next turn, the victim becomes immune, and its owner passes the flu to any non-immune Personality in play. The flu moves each turn, until every Personality in play is immune; then it is discarded. Use markers to show who is immune. The Center for Disease Control makes its whole Power Structure immune to the flu. Note that there are many strains of the flu. A Personality who has suffered through one flu card is not immune to the flu from another card.

The Internet Worm



All the data... it's lost! Lost!

Pick one of your rivals to suffer your wrath. The top three (drawn) cards in his Plot deck are discarded. No one may look at them. Play this card at any time. It requires an action by your Illuminati, or by Computer group(s) with a total Power of 3 or more.

Requires Computer or Illuminati Action

The Holy Grail



Write down the name of a Place and put it under this card. This is the secret location of the Holy Grail. You may not change it. If the Grail's site is destroyed or devastated by an attack, reveal the name. The attack becomes an automatic failure. The Grail continues to protect that Place. If the Grail's site is captured, the Grail vanishes and this card is discarded.

Unique Magic Artifact

The Mafia



Has a +4, rather than the normal +6, to destroy any Criminal group directly. Also gives its owner a +2 on any attempt to control or destroy any Criminal group.

POWER 6 RESISTANCE 7

Criminal
Violent

The Meek Shall Inherit



"Be wary of strong drink. It can make you shoot at tax collectors and men."

— Jesus Christ

The target Illuminati cannot take over Violent groups.

An Illuminati action is required to play this Zap.

Play on a Plot Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap!

Requires Illuminati Action

The Men in Black



Gives a +1 to destroy, but only if their Power is used either to make or aid the attack. If that attack succeeds, the target is permanently removed from play; nothing can bring it back.

2/2 RESISTANCE 6

Criminal
Weird

Secret

The Oregon Crud



Disaster! This is an Instant Attack to Destroy any Place except a Major one. It does not require an action. Its Power is 24.
If the attack succeeds, the target is Destroyed. If the die roll succeeds by more than 10, the target is completely destroyed!

Disaster!

The Weak Link



The merry treasure was well guarded... so you studied the ropes and found one with a fatal weakness...

A Resource Artifact or Gadget owned by a rival is destroyed. Discard its card.

Play this card at any time except during a privileged attack. It requires an action by your Illuminati, or Science, Magic, or Computer groups with a combined Power of at least 8.

Requires Science, Magic, Computer, or Illuminati Action

The Thule Group



Hitler's minions are still alive. In fact, some of them are getting younger...

You may spend this group's action at any time to let you discard any number of Groups from your hand. You may then use the printed Power of those Groups as Power or Resistance bonuses for any attack or defense, even an Instant... ignoring alignments and attributes.

If Hitler's Issue is linked to this group, they cannot be captured or destroyed.

POWER

RESISTANCE

Secret, Magic

The Stars are Right



Play this card on your turn. You may spend your Illuminati action, or the action(s) of Magic groups with a Power of at least 4, to make an automatic takeover of any Resource from your hand.

Requires Magic or Illuminati Action

The Second Bullet



Play this card immediately after you fail a roll to destroy. If any of your own groups still have Action tokens and were eligible to participate in the attack, you may spend their action(s) to add enough Power to make the attack succeed.

The Weird Turn Pro



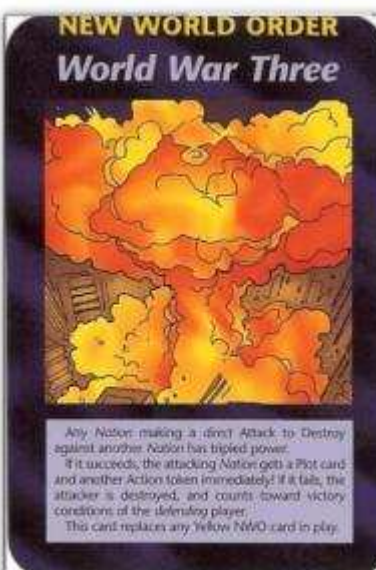
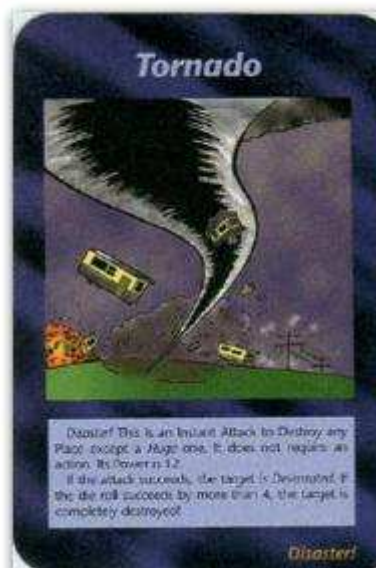
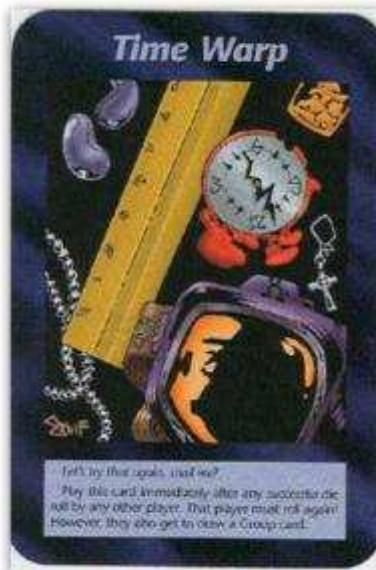
"When the going gets weird, the weird turn pro." - Dr. Henry J. Morgenthau

This card may be played at any time, and causes as the action(s) for the group it affects. The announced Power takes effect immediately.

The Power for one Weird group is increased to 4. Link this card to your chosen Weird group.

Two players may have more than one The Weird Turn Pro in play.

Requires Action



Trading Card Games



You control all trading card games, including this one. Therefore, at any time during your turn, you may take any other Group card from your hand, discard this card, and substitute the new card in its place in your Power Structure. No die roll is required.

POWER **RESISTANCE**

Weird

Trekkies



Any Meeko group gets a +4 on any attack to control the Trekkies. However, the Trekkies also get a +4 on any direct attack to control any Meeko group.

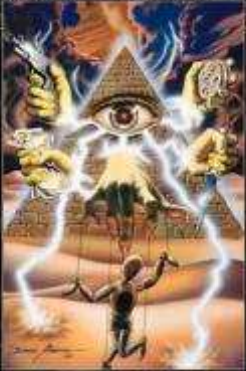
POWER **RESISTANCE**

Peaceful, Weird, Fanatic

ILLUMINATI

THE GAME OF CONSPIRACY

DELUXE EDITION



STEVE JACKSON GAMES

International Weather Organization



All Places you control get a +6 to defend against any Disaster... but any Disaster you visit upon a rival, except in Space, has +4 Power.

POWER **RESISTANCE**

Straight, Liberal Computer, Science

GOAL

Up Against the Wall



Destroy Government groups, and control Violent groups, in any of the following combinations:

- Destroy 2 Government, control 6 Violent
- Destroy 3 Government, control 5 Violent
- Destroy 4 Government, control 4 Violent
- Destroy 5 Government, control 3 Violent
- Destroy 6 Government, control 2 Violent

This Goal cannot be combined with other Goals in any way.

The Big Score



Play this card at any time to give +10 Power or Resistance (your choice) to any Criminal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used to defend, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

The Power and Global Power of your Marriage are both increased by 2. Or feel the Mill to any Casual group, and give it Global Power equal to its regular Power.

A colorful illustration of a giant green sea serpent with a long, curved body and a snake-like head, emerging from the water. It is attacking a small red and white boat. Two figures are visible on the boat, one appearing to be in a defensive posture. The background shows a sunset or sunrise sky with orange and yellow hues, and distant mountains.

By using Nimrod's action, you can cancel the action of any Good's Place, or add +4 to any attempt to destroy a Good's Place, or add +4 to the power of a Disaster aimed at such a place.

ACTION

the direct control of the OLAD

RESISTANCE

A stylized illustration of a castle with a red circle highlighting a specific tower. The castle is built on a hill, with a large green tree on the left and a body of water in the foreground. The tower is a small, white, conical structure with a red roof, located in the middle ground. The background features a large, green, mountain-like shape on the left and a series of horizontal lines representing a sky or a distant landscape on the right. The overall style is reminiscent of a children's book illustration.

If the attack succeeds, the target is **Devastated**. If the die roll succeeds by more than 10, the target is **destroyed**.

A man with dark hair and a mustache is smiling at the camera. He is wearing a dark jacket. Above him, several colorful umbrellas (yellow, green, blue, red) are open, and a large, glowing, golden, circular object resembling a stylized sun or a large umbrella is in the upper left. The background is dark, and there are white lines suggesting rain falling around the man and the umbrellas.

You may increase by 10, or decrease by 4, the power of any Hurricane, Rain of Fire, or Tornado. You may increase by 4, or decrease by 2, the power of any other Attack to Destroy (including Destroy) against any Piece except Space ones.

The Satellite gets two Action tokens, but may not use them in the same attack.

ACTION

A red van is parked in front of a building with a sign that says "HOTEL". The scene is set at night, with a bright orange and yellow light source, possibly a fire or a large lamp, illuminating the scene. The van is parked on a dark surface, and the building is partially visible in the background.

Play this card when you attack to destroy any Organization. The attack becomes instant. However, the attack must be made by a single violent group, either with or without the help of your Illuminati, and no bonuses to destroy count for this attack except those of your Illuminati and the attacking group.

Wargamers



Gives +2 on any attempt to control or destroy any Computer group.
By using their action, the Wargamers can send any one exposed Plot to the bottom of its owner's Plot deck.

POWER 1 **RESISTANCE 5**

Weird Computer

Video Games



Gives +2 on any attempt to control Conscience Scores of any Computer group.
Gives +1 Power to all your other Computer groups.

POWER 2 **RESISTANCE 3**

Computer

Wall Street



Wall Street always has the option to meet any Corporate group in Blough & we're Government, or vice versa, when Wall Street makes or aids an attack. This does not affect other groups' participation in the attack.
Any group of Wall Street has an extra +10 Resistance.

POWER 4 **RESISTANCE 3**

Corporate Bank

Personality Vladimir Zhirinovsky



"All them all! Let them sort them out!"
Has +10 for direct control of Russia; or +5 for direct control of any other Communist group.

POWER 2 **RESISTANCE 6**

Violent Conservative Communist

Volcano



Disaster! This is an Instant Attack to Destroy any Place except a Huge one. It does not require an action. Its Power is 18.
If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 2, the target is completely destroyed.

Disaster!

Volltreffer



Diese Karte kann jederzeit ausgespielt werden, um Macht oder Widerstand einer eigenen künftigen Gruppe um 10 zu erhöhen.
Bei einer Aktion ausgespielt muß die Karte bereits bei deren Ankündigung ausgespielt werden. Sie wirkt sich dann nur auf diese Aktion aus. Zur Verteidigung eingesetzt wird sich die Karte bis zum Ende der Runde aus. Die Wertänderung hilft nicht beim Erhöhen von Siegbedingungen.

Volunteer Aid



Gives one Place a +6 to defend against any Disaster if the Place is still devastated by the Disaster. It automatically gets *Aid* at the beginning of its owner's next turn. Playing this card is a free move.

Voodoo Economics



Play this card during your own turn, just after you place Action tokens. You must spend your *Runes* action. Glance up to ten Red Cards from the top of your deck, removing them permanently from play. For each one you discard, you may place one extra Action token on one of your own Groups, except your Illuminati. His Group may get more than one extra Action token from this card.

But please don't use this card more than once in a game.

Requires Illuminati Action and Discard

Voudonistas



Has +6 on any direct Attack to Destroy a Personality, or +4 on a direct Assassination. Plot cards or other special defenses against Assassinations are worthless against this attack unless they mention *Aid*.

10/1 **RES 6**

Violent Magic

Vultures



Exploiting on the vultures caused by a dead attack, you almost get personal. Don't you tell make your own move.

Play this card after a mob plays a Group from his own hand, fails to take it over, and discards it. Place the discarded Group card in your own hand.

W.I.T.C.H.



The Women's International Terrorist Conspiracy from Hell can use its action to change any die roll by 3, with its rolled ... or 2, if any Magic group was involved.

3/2 **RES 6**

Fanatic, Weird, Violent Magic

Vatican City



Your whole power structure is immune to attacks from Peaceful groups.

4/4 **RES 6**

Peaceful, Conservative Church, Nation

Vampires



+4 on any direct attack to control a Personality. If the attack succeeds, that Personality becomes a Vampire, and cannot be killed except by a Magic group or card (no matter who controls him at the time). But if a vampire is killed, he is permanently dead -- nothing can bring him back.

PO2ER **RESI5NCE**

Weird Secret, Magic

Urban Gangs



Gives +2 on any attempt to destroy another group, including Assassinations.

PO1ER **RESI2NCE**

Violent

Upheaval!



Worldwide riots continue for a third week, with no sign of abatement. . . .

Each player must choose one group from his Power Structure and discard it. These do not count as "destroyed" for anyone's victory conditions.

This card may be played at any time, but only after all players have completed their first turns. It requires an action by your Illuminati.

Requires Illuminati Action

Unlucky 13



Play this card on a rival at the very beginning of his turn. He can draw no Plot cards, for any reason, until after his current turn ends. This requires an action from a Magic group.

Requires Magic Action

unwengalx

